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Summary

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(57) [Abstract]
[Technical problem] By canceling the simplification of the production for encouraging a game person's expectations for a halt pattern, the pachinko machine which can maintain the state where a game person's interest increased for a long time is realized.
[Means for Solution] The shield 35 is formed in the special pattern display 34 with which the pin center,large case 30 was equipped by motorised possible [rise and fall]. Usually, a shield 35 covers the 2nd viewing area D2 and the 3rd viewing area D3, and shows only the 1st viewing area D1. If a game sphere passes the 1st-sort starting mouth, each special pattern of the 1st viewing area D1 will start change, a shield 35 descends after predetermined-time progress, the 2nd viewing area D2 is displayed, and each special pattern of the 2nd viewing area D2 starts change. Then, a shield 35 descends after predetermined-time progress, the 3rd viewing area D3 is

displayed, and each special pattern of the 3rd viewing area D3 starts change. And if a predetermined pattern stops to one of viewing areas, great success will occur.

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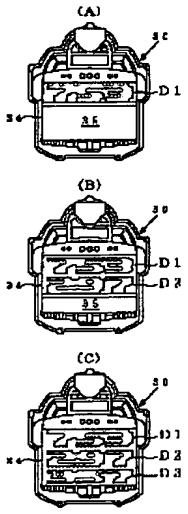

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CLAIMS

[Claim(s)]
[Claim 1] The pachinko machine characterized by providing or including the following The pattern display means which indicates the pattern by change Control means controlled in the pachinko machine which will be in the state which can give a game person predetermined profits when the pattern it was indicated [the pattern] by change by the pattern display means turns into a predetermined pattern so that the size of the viewing area which can check by looking the pattern displayed by the

aforementioned pattern display m ans changes to two or more step story when predetermined conditions are satisfied

[Claim 2] The aforementioned control means are pachinko machines according to claim 1 characterized by controlling so that the size of the cover field which covers the viewing area in which the aforementioned check by looking is possible changes to two or more step story, when a part of viewing area [at least] in which the aforementioned check by looking is possible is covered and the aforementioned predetermined conditions are satisfied.

[Claim 3] The aforementioned pattern display means is a pachinko machine according to claim 2 which indicates the aforementioned pattern by change electrically and is characterized by the aforementioned control means covering electrically a part of viewing area [at least] in which the aforementioned check by looking is possible.

[Claim 4] The aforementioned pattern display means is a pachinko machine according to claim 2 which indicates the aforementioned pattern by change and is characterized by the aforementioned control means covering mechanically a part of viewing area [at least] in which the aforementioned check by looking is possible.

[Claim 5] The aforementioned control means are the pachinko machines of any one publication of the claim 2 characterized by the thing of the viewing area in which the aforementioned check by looking is possible for which things other than the aforementioned pattern are displayed in part at least, and things other than the pattern are changed to the aforementioned pattern, or the claim 4.

[Claim 6] The aforementioned pattern display means is the pachinko machine of any one publication of the claim 1 which indicates two or more patterns by change, and is characterized by controlling the aforementioned control means so that the number of the patterns which can be checked by looking displayed by the aforementioned pattern display means increases to two or more step story, when the aforementioned predetermined conditions are satisfied, or the claim 5.

[Claim 7] The aforementioned pattern display means is the pachinko machine of any one publication of the claim 1 characterized by to display two or more sets of groups which the aforementioned pattern arranges in two or more places, and by which it is indicated by change, and to control the aforementioned control means so that the number of the groups displayed by the aforementioned pattern display means when the aforementioned predetermined conditions are satisfied increases to two or more step story, or the claim 6.

[Claim 8] The aforementioned control means are the pachinko machines of any one publication of the claim 1 characterized by performing the display which directs whether the aforementioned pattern turns into the aforementioned predetermined pattern while changing the size of the viewing area in which the aforementioned check by looking is possible to two or more step floor, when the aforementioned predetermined conditions are satisfied, or the claim 7.

[Claim 9] The aforementioned control means are the pachinko machines of any one

publication of the claim 1 characterized by performing the preliminary announcement display to which the aforementioned predetermined profits are given to the aforementioned game person while changing the size of the viewing area in which the aforementioned check by looking is possible to two or more step floor, when the aforementioned predetermined conditions are satisfied, or the claim 8.
[Claim 10] The pachinko machine of any one publication of the claim 1 characterized by having a message indicator means to display a predetermined message on the viewing area in which the aforementioned check by looking is possible, or the claim 9.
[Claim 11] The pachinko machine of any one publication of the claim 1 characterized by having a contents display means of profits to display the contents of the aforementioned predetermined profits on the viewing area in which the aforementioned check by looking is possible, or the claim 10.
[Claim 12] The pattern was equipped with the pattern display means which indicates the pattern by change, and it was indicated [the pattern] by change by the pattern display means In the storage with which the computer program for operating the pachinko machine which will be in the state which can give a game person predetermined profits when it becomes a predetermined pattern was memorized The storage characterized by memorizing the computer program containing the control program controlled so that the size of the viewing area which can check by looking the pattern displayed by the aforementioned pattern display means changes to two or more step story, when predetermined conditions are satisfied.

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DETAILED DESCRIPTION

[Detailed Description of the Invention]
[0001]
[The technical field to which invention belongs] When the halt pattern of the pattern in which it was indicated by change by the pattern display means turns into a predetermined pattern, this invention is a pachinko machine which will be in the

game state which can give a game person predetermined profits, for example, a great success state, and relates to the pachinko machine which can raise the interest of a game by changing the size of the viewing area which can check by looking the pattern displayed by the above-mentioned pattern display means.
[0002]
[Description of the Prior Art] Conventionally, the pachinko machine of a publication is known by JP,4-117981,A as the above-mentioned pachinko machine. The shutter member which covers this pachinko machine so that a game person cannot check by looking easily the front face of the pattern drop by which a change halt is carried out at the last among two or more pattern drops, The mechanism in which you make it go up and down this shutter member with the driving force of a solenoid is established. The change display of pattern drops other than the pattern drop which carries out a change halt is turned off at the last. When the pattern at the time of the halt may serve as combination of a great success pattern, the above-mentioned shutter member is dropped, and it is characterized by enabling it to check by looking the change display of a pattern drop by which a change halt is carried out at the last to a game person.
[0003]
[Problem(s) to be Solved by the Invention] By the way, only when the above-mentioned conventional pachinko machine has the possibility of great success by the shutter member which has covered the pattern drop which carries out a change halt in the last, it is dropped, and when there is no possibility of great success, it will be in the state where the shutter member went up. That is, it is the alternative target which chooses the state where a part for the display of the pattern drop which carries out a change halt is all covered at the last, and it cannot check by looking at all, or the state where a part for the above-mentioned display can all be checked by looking. Moreover, since a shutter member descends within an instant in order to drop a shutter member using a solenoid, the amount of [of the pattern drop which carries out a change halt] display will appear in an instant in the last. Therefore, since the production for encouraging a game person's expectations for a halt pattern by hiding or showing the pattern which is indicating by change was simple and the weariness to the production came at an early stage, the above-mentioned conventional pachinko machine had the problem that it was difficult to maintain the state where a game person's interest increased for a long time.
[0004] Then, this invention is made in order to solve the above-mentioned problem, and it aims at realizing the pachinko machine which can maintain the state where a game person's interest increased for a long time by canceling the simplification of the production for encouraging a game person's expectations for a halt pattern.
[0005]
[Means for Solving the Problem and its Function and Effect] this invention in order to attain the above-mentioned purpose in invention according to claim 1 In the pachinko machine which will be in the state which can give a game person

predetermined profits when the pattern was equipped with the pattern display means which indicates the pattern by change, and it was indicated [the pattern] by change by the pattern display means turns into a predetermined pattern When predetermined conditions are satisfied, the technical means of having had the control means controlled so that the size of the viewing area which can check by looking the pattern displayed by the aforementioned pattern display means changes to two or more step story are used.

[0006] When predetermined conditions are satisfied, control means are controlled so that the size of the viewing area which can check by looking the pattern displayed by the pattern display means changes to two or more step story. For example, when the conditions (predetermined conditions) of having chosen the predetermined great success special random number value from great success special random number table 85c (drawing 11 (C)) are satisfied so that it may indicate in the gestalt of implementation of invention mentioned later Viewing-area 34b which is specially displayed with the pattern display 34 (pattern display means) and which can be checked by looking 1st viewing-area D1->(the 1st viewing-area D1+ 2nd viewing area D2) -> (the 1st viewing-area D1+ 2nd viewing-area D2+ 3rd viewing area D3) -- as -- it controls to become large at a three-stage That is, the viewing area it is indicated [a viewing area] by change by the pattern display means and which can be checked by looking controls to be able to increase gradually. Therefore, since a game person can raise gradually expectation what pattern the pattern by which it is indicated by change will be, and can go as the viewing area which can be checked by looking becomes large and he can cancel the simplification of the production for encouraging a game person's expectations for a halt pattern, he can maintain the state where a game person's interest increased for a long time.

[0007] In invention according to claim 2, in a pachinko machine according to claim 1, when a part of viewing area [at least] in which the aforementioned check by looking is possible is covered and the aforementioned predetermined conditions are satisfied, the technical means of controlling so that the size of the cover field which covers the viewing area in which the aforementioned check by looking is possible changes to two or more step story are used for the aforementioned control means.

[0008] When a part of viewing area [at least] which can be checked by looking is covered and predetermined conditions are satisfied, control means are controlled so that the size of the cover field where a cover means covers the viewing area in which the above-mentioned check by looking is possible changes to two or more step story. That is, by controlling so that the size of the cover field which covers the viewing area in which the above-mentioned check by looking is possible changes to two or more step floor, it is controllable so that the size of the viewing area in which the above-mentioned check by looking is possible changes to two or more step floor.

[0009] Especially, like invention according to claim 3, by indicating the pattern by change electrically, by using the technical means of covering electrically a part of

viewing area [at least] which can be checked by looking, a pattern display means can control control means so that the size of the viewing area which can be checked by looking changes to two or more step story. For example, it controls to become small at a three-stage as the size of the cover field formed by making a liquid crystal display into a non-pattern has no -> (the 2nd viewing-area D2+ 3rd viewing area D3) 3rd viewing-area D3 -> size so that it may indicate in the gestalt of implementation of invention mentioned later. Thus, if a liquid crystal display is used, a cover field can be made easily and the size can also be controlled easily.

[0010] Moreover, like invention according to claim 4, by indicating the pattern by change, by using the technical means of covering mechanically a part of viewing area [at least] which can be checked by looking, a pattern display means can control control means so that the size of the viewing area which can be checked by looking changes to two or more step story. For example, to indicate in the gestalt of implementation of invention mentioned later, the shield 35 formed in the front face (field of the side which a game person checks by looking) of liquid crystal display substrate 34c of an opaque material at the tabular is formed possible [rise and fall] by motorised, and it controls to become small at a three-stage as the size of a cover field has no -> (the 2nd viewing-area D2+ 3rd viewing area D3) 3rd viewing-area D3 -> size. Thus, if the shield which goes up and down mechanically is used, a cover field can be made easily and the size can also be controlled easily.

[0011] In invention according to claim 5, in the pachinko machine of any one publication of a claim 2 or the claim 4, things other than the aforementioned pattern are displayed in part at least, and the technical means of the viewing area in which the aforementioned check by looking is possible of changing things other than the pattern to the aforementioned pattern are used for the aforementioned control means.

[0012] Control means display things other than a pattern on a part of viewing area [at least] which can be checked by looking, and change things other than the pattern to a pattern. That is, the viewing area which can check a pattern by looking can be covered by displaying things other than a pattern and carrying out by the ability not checking a pattern by looking. And the size of the viewing area which can check a pattern by looking can be changed to two or more step story by changing things other than a pattern to a pattern. For example, the size of the viewing area which can check a pattern by looking can be changed to two or more step floor by displaying patterns other than a pattern and decreasing the screen product gradually so that it may indicate in the gestalt of implementation of invention mentioned later. Thus, since the viewing area which can check a pattern by looking can be covered by patterns other than a pattern etc., pleasure more nearly visual than the case where the cover field of a non-pattern is formed can be made.

[0013] In invention according to claim 6, in the pachinko machine of any one publication of a claim 1 or the claim 5, the aforementioned pattern display means indicates two or more patterns by change, and when the aforementioned

predetermined conditions are satisfied, the technical means of controlling so that the number of the patterns which are displayed by the aforementioned pattern display means and which can be checked by looking increases to two or more step story are used for the aforementioned control means.

[0014] A pattern display means indicates two or more patterns by change, and when predetermined conditions are satisfied, it controls control means so that the number of the patterns which are displayed by the pattern display means and which can be checked by looking increases to two or more step story. that is, the size of the viewing area which can check a pattern by looking as a mode which changes to two or more step story Although there are a mode from which the check by looking of the portion which constitutes a pattern is attained gradually (the whole appears gradually from the state where the part was missing) and which changes like, and a mode which the number of the patterns which can be checked by looking increases gradually when two or more patterns are displayed In the case of the latter mode, since the expectation for a halt pattern swells as the number of the patterns which can be checked by looking increases a game person, the interest of a game can be raised.

[0015] The aforementioned pattern display means displays two or more sets of groups which the aforementioned pattern arranges in two or more places and by which it is indicated by change, and when the aforementioned predetermined conditions are satisfied, in invention according to claim 7, the technical means of controlling so that the number of the groups displayed by the aforementioned pattern display means increases to two or more step story are used for the aforementioned control means in the pachinko machine of any one publication of a claim 1 or the claim 6.

[0016] A pattern display means displays two or more sets of groups which a pattern arranges in two or more places and by which it is indicated by change, and when predetermined conditions are satisfied, it controls control means so that the number of the groups displayed by the pattern display means increases to two or more step story. Specially so that it may indicate in the gestalt of implementation of invention mentioned later for example, the pattern display 34 (pattern display means) The group which consists of three patterns which indicate by change when it can display on three viewing areas, the 1st viewing area D1, the 2nd viewing area D2, and the 3rd viewing area D3, respectively 1st viewing-area D1->(the 1st viewing-area D1+ 2nd viewing area D2) -> (the 1st viewing-area D1+ 2nd viewing-area D2+ 3rd viewing area D3) -- as -- it controls so that the group which can be checked by looking increases to a three-stage therefore, the expectation of whether to combine and come out and to be, as for a game person, the group displayed indicates great success to be -- slight height ****** -- two or more step floor -- he can be enjoyed Moreover, after controlling or displaying all groups that a predetermined group indicates by change again after two or more sets are displayed, it is also controllable so that a predetermined group indicates by change again.

[0017] In invention according to claim 8, in the pachinko machine of any one publication of a claim 1 or the claim 7, the technical means of performing the display which directs whether the aforementioned pattern turning into the aforementioned predetermined pattern are used for them while the aforementioned control means change the size of the viewing area in which the aforementioned check by looking is possible to two or more step floor, when the aforementioned predetermined conditions are satisfied.

[0018] Control means perform the display which directs whether a pattern turns into a predetermined pattern while changing the size of the viewing area which can be checked by looking to two or more step story, when predetermined conditions are satisfied. That is, although there are a mode which enlarges the above-mentioned viewing area gradually, and a mode which enlarges the above-mentioned viewing area gradually while directing whether a pattern turns into a predetermined pattern as a mode from which the size of the viewing area which can be checked by looking changes to two or more step floor after turning off the change display of a pattern By performing production of whether a pattern turns into a predetermined pattern like the technical means of a publication to this claim, a game person The interest doubled according to the synergistic effect of the expectation for a halt pattern and expectation of as opposed to a halt pattern by the information acquired by the above-mentioned production can be experienced using the information acquired from the viewing area which becomes large gradually.

[0019] In invention according to claim 9, in the pachinko machine of any one publication of a claim 1 or the claim 8, the technical means of performing the preliminary announcement display to which the aforementioned predetermined profits are given to the aforementioned game person are used for them while the aforementioned control means change the size of the viewing area in which the aforementioned check by looking is possible to two or more step floor, when the aforementioned predetermined conditions are satisfied.

[0020] Control means perform the preliminary announcement display to which predetermined profits are given to a game person while changing the size of the viewing area which can be checked by looking to two or more step story, when predetermined conditions are satisfied. That is, a game person can experience the interest doubled according to the synergistic effect with the expectation for the game after being because it will know [the expectation for the halt pattern by change of the viewing area which can be checked by looking, and] that predetermined profits may be given in the future. Moreover, the background of a pattern or a pattern other than composition of that the above-mentioned preliminary announcement display performs a certain concrete display to the above-mentioned viewing area can be blinked, brightness can be changed, or the composition to which a foreground color is changed can also be used.

[0021] In invention according to claim 10, the technical means of having a message indicator means to display a predetermined message on the viewing area in which

the aforementioned check by looking is possible are used in the pachinko machine of any one publication of a claim 1 or the claim 9.

[0022] A message indicator means displays a predetermined message on the viewing area which can be checked by looking. For example, when the lower pan 22 fills with awarded balls so that it may indicate in the gestalt of implementation of invention mentioned later, the message "extract a sphere" is displayed. At this time, the above-mentioned viewing area can be changed to two or more step story corresponding to the length of the message to display, or a graphic size. Moreover, it is not necessary to prepare the display of the exclusive use for displaying a message.

[0023] In invention according to claim 11, the technical means of having a content display means of profits to display the content of the aforementioned predetermined profits on the viewing area in which the aforementioned check by looking is possible are used in the pachinko machine of any one publication of a claim 1 or the claim 10.

[0024] The content display means of profits displays the content of predetermined profits on the viewing area which can be checked by looking. For example, the number of counts of the performed number of rounds, a hit pattern, and a winning-a-prize sphere etc. is displayed so that it may indicate in the gestalt of implementation of invention mentioned later. At this time, the above-mentioned viewing area can be changed to two or more step story corresponding to length, such as the number of the characters which show the content of the profits to display, and a size or a message, etc. Moreover, it is not necessary to prepare the display of the exclusive use for displaying the content of profits. In addition, the cover in each above-mentioned claim is a meaning containing all in the imperfect states where it can check by looking vacantly, although the state part which cannot be checked by looking completely cannot check by looking completely the state part which can be checked by looking, or the whole.

[0025] In invention according to claim 12, it has the pattern display means which indicates the pattern by change. In the storage with which the computer program for operating the pachinko machine which will be in the state which can give a game person predetermined profits when the pattern it was indicated [the pattern] by change by the pattern display means turns into a predetermined pattern was memorized When predetermined conditions are satisfied, the technical means that the computer program containing the control program controlled so that the size of the viewing area which can check by looking the pattern displayed by the aforementioned pattern display means changes to two or more step floor was memorized are used.

[0026] That is, since the above-mentioned pachinko machine functions when CPU performs the computer program memorized by storages, such as ROM and RAM, the pachinko machine which can attain the above-mentioned purpose is realizable by attaching in a pachinko machine storages with which the above-mentioned control program was memorized, such as ROM and RAM.

[0027]

[Embodiments of the Invention] Hereafter, 1 operation gestalt of the pachinko machine of this invention is explained with reference to drawing. In addition, each following operation gestalt explains an one-sort pachinko machine to representation as a pachinko machine of this invention.
[the whole main composition] -- the main composition of the pachinko machine of this operation gestalt is first explained with reference to drawing 1 Drawing 1 is explanatory drawing which looked at the pachinko machine of this operation gestalt from the transverse plane. The pachinko machine 10 is equipped with the seating rim 11 possible [opening and closing], the metal flask 12 is attached possible [opening and closing] at the seating rim 11, and the glass holder 26 is further attached in the metal flask 12 possible [opening and closing]. The game board 13 is formed in the interior of a glass holder 26, and the guide rail 14 which shows the discharged game sphere to a game field is formed in the left of this game board 13. The keyhole trim 16 equipped with the keyhole 15 which inserts the key for glass-holder 26 opening and closing is formed, and gets down to the right-hand side of a seating rim 11, and the frame lamp 17 is formed above the seating rim 11.
[0028] The upper pan 20 for the front board 18 being formed, and the upper pan awarded-balls exhaust port 19 by which awarded balls are discharged being formed in the left-hand side upper part of this front board 18, and accumulating the awarded balls discharged from the upper pan awarded-balls exhaust port 19 in the eccrisis side of this upper pan awarded-balls exhaust port 19 is attached in the bottom of a glass holder 26. The lower pan 22 for the lower pan awarded-balls exhaust port 21 for discharging the awarded balls it became impossible to be unable to hold with the upper pan 20 under the upper pan 20 being formed, and accumulating the awarded balls discharged from the lower pan awarded-balls exhaust port 21 in the eccrisis side of this lower pan awarded-balls exhaust port 21 is formed.
[0029] The discharge handle 23 for operating the launcher unit (a sign 81 showing to drawing 10) for discharging the game sphere supplied from the upper pan 20 to the game board 13 in the method of the right of the lower pan 22 is attached possible [rotation], and the aborted firing button 24 for suspending discharge operation is formed in the discharge handle 23. Moreover, the upper **** omission lever 25 for extracting the awarded balls accumulated in the upper pan 20 to the lower pan 22 is attached in the method of the right of the upper pan 20 possible [a slide]. Furthermore, the prepaid card unit 27 which has slit 27a which inserts a prepaid card is formed in the left-hand side of a seating rim 11.
[0030] [The main composition of the game board 13], next the main composition of the game board 13 are explained with reference to drawing 2 which shows it. It has the pin center,large case 30 in the center of abbreviation of the game board 13. In the pin center,large case 30, as it is shown in drawing 3 which is expansion explanatory drawing seen from the transverse plane The heavens winning-a-prize mouth 31 and the common pattern display 32 which consists of three Light Emitting Diodes 32a, 32b, and 32c, The common pattern storage display Light Emitting Diode

33 which consists of four Light Emitting Diodes which display this number of times to which the pattern display 32 usually operates It has the special pattern storage display Light Emitting Diode 33 which consists of four Light Emitting Diodes which display the number of times of starting of two or more patterns 34 by the liquid crystal display, for example, the special pattern display of 0-9 which indicates the pattern 34a by change specially, and this special pattern display 34.
[0031] As shown in drawing 2 , in order to usually operate the pattern display 32, the pattern operation gates 40 and 40 are usually established in right and left of the pin center,large case 30. The 1st-sort starting mouth 41 which has the function to operate the pattern display 34 specially, under the pin center,large case 30 is formed, and when the halt pattern of the pattern display 32 usually hits under this 1st-sort starting mouth 41 and it becomes a pattern, the common electric accessory 42 which opens both wings is formed. It has the function opened wide in which the electric accessory 42 carries out the operation start of the pattern display 34 specially usually like the 1st-sort starting mouth 41. Under the electric accessory 42, the change winning-a-prize equipment 50 which operates when the halt pattern of the pattern display 34 hits specially and it becomes a pattern is usually formed.
[0032] The large winning-a-prize mouth 51 of door form wide opened at the time of generating of a hit is attached in this change winning-a-prize equipment 50 possible [opening and closing], and the winning-a-prize mouths 52 and 52 are usually formed in the both sides of this large winning-a-prize mouth 51, respectively. several [moreover, / of the specific field 53 which has the function open the large winning-a-prize mouth 51 continuously, inside the large winning-a-prize mouth 51, the accessory continuation operation switch (a sign 55 shows to drawing 10) which detects the game sphere which passed through this specific field 53, and the game sphere which won a prize to the large winning-a-prize mouth 51] -- the count switch (a sign 54 shows to drawing 10) which counts P is formed
[0033] In addition, wind mills 60 and 60, the winning-a-prize mouths 61 and 61, the corner trim lamps 62a and 62a and the winning-a-prize lamp 63 turned on at the time of winning a prize, the sphere piece lamp 64 turned on at the time of a sphere piece, the side trim lamps 62b and 62b, and the out mouth 65 which collects the game spheres which did not win a prize as an out sphere are usually formed in the game board 13. Moreover, many nails 28 are driven into the game board 13, and the game sphere discharged by the game board 13 falls, dancing between nails 28 wildly.
[0034] [The display mode of the common pattern display 32], next the display mode of the common pattern display 32 are explained. Usually, Light Emitting Diode of the pattern display 32 is constituted by Light Emitting Diode32with green Light Emitting Diode [of red on either side]a [32] and 32c and center b, and when a game sphere usually passes through the pattern operation gate 40, it is changed in a display. the mode of the change -- O -- the case where only left-hand side Light Emitting Diode32a lights up like -- (- shows putting out lights), the case where Light Emitting Diodes 32a and 32c on either side light up like O-O, and -- there are four

kinds the case where only right-hand side Light Emitting Diode32c lights up like O, and in case only central Light Emitting Diode32b lights up like ---

[0035] With this operation gestalt, --- is a HAZURE common pattern, and the other three kinds hit and it is usually a pattern. Moreover, while change will usually be started based on the working memory if even four of the beginning become a working memory, it usually has with the number of lightings of the pattern storage display Light Emitting Diode 33, the number of storage is displayed and change of a pattern is usually attained the pattern display 32 or when a game sphere usually passes through the pattern operation gate 40 during the operation of the electric accessory 42, one pattern storage display Light Emitting Diode 33 is usually switched off.

[0036] The composition and the function of [the composition of the special pattern display 34 and a function], next the special pattern display 34 are explained with reference to drawing 4 or drawing 9 . Drawing 4 (A) is explanatory drawing showing the composition of the viewing area of the longitudinal direction of the pattern display 34 specially, and drawing 4 (B) is explanatory drawing subdividing and showing further the viewing area shown in drawing 4 (A) in lengthwise. Drawing 5 and drawing 6 are explanatory drawings taking out and showing the mechanism for covering it with liquid crystal display substrate 34c which constitutes the pattern display 34 specially. Drawing 5 is explanatory drawing showing the state where the 2nd viewing area D2 and the 3rd viewing area D3 are covered, and drawing 6 is explanatory drawing showing the state where the 3rd viewing area D3 is covered. Drawing 7 is left lateral explanatory drawing of drawing 5 , and drawing 8 is left lateral explanatory drawing of drawing 6 . Drawing 9 (A) is explanatory drawing showing the state where only the 1st viewing area D1 shown in drawing 4 was displayed, drawing 9 (B) is explanatory drawing showing the state where only the 1st viewing area D1 and the 2nd viewing area D2 which are shown in drawing 4 were displayed, and drawing 9 (C) is explanatory drawing showing the state where the 1st viewing area D1, the 2nd viewing area D2, and the 3rd viewing area D3 which are shown in drawing 4 were displayed.

[0037] As shown in [composition of viewing area] drawing 4 (A), the pattern display 34 has specially viewing-area 34b which can check pattern 34a by looking specially. 3 ****s of viewing-area 34b are made order by the upper line L1, the inside line L2, and the lower line L3 from the top, and the 1st viewing area D1, the 2nd viewing area D2, and the 3rd viewing area D3 are set up sequentially from the top. Moreover, as shown in drawing 4 (B), 3 ****s of the 1st viewing area D1 are made into order from the left at viewing areas A1, B1, and C1, 3 ****s of the 2nd viewing area D2 are made into order from the left a viewing area A2, B-2, and C2, and 3 ****s of the 3rd viewing area D3 are made into order from the left at viewing areas A3, B3, and C3. That is, viewing-area 34b is the composition which can be displayed in the shape of a matrix (the direction of slant is included) about a total of nine special patterns 34a (drawing 3). Moreover, as shown in drawing 4 (B), a great success line (sense

of the array of special pattern 34a judged to be great success) is eight lines of the lateral horizontal lines X1, X2, and X3, the lengthwise vertical lines Y1, Y2, and Y3, and the slanting lines Z1 and Z2 of the direction of slant in total.

[0038] And specially, if three special patterns displayed on either of the eight above-mentioned great success lines are set to 777, they will be becoming it a great success, change winning-a-prize equipment 50 operates, and the pattern display 34 opens the large winning-a-prize mouth 51. Furthermore, when it is in a great success state specially while the pattern display 34 operates or, even in four of the beginning, a game sphere serves as starting storage, the 1st-sort starting mouth 41 or when [which was opened wide] a prize of the electric accessory 42 is usually won, and the number of storage is specially displayed by the pattern storage display Light Emitting Diode 33 (drawing 3). And if change of a pattern is attained specially, while change will be started based on the starting storage, one pattern storage display Light Emitting Diode 33 is switched off specially. In addition, a dashed line and a thin line given in drawing 4 are for making intelligible the boundary and great success line between each viewing area, and are not displayed on actual viewing-area 34b.

[0039] As shown in [structure of cover mechanism] drawing 5 , the shield 35 formed in the tabular of an opaque material is formed in the front face (field of the side which a game person checks by looking) of liquid crystal display substrate 34c possible [rise and fall]. At the right end of the shield 35, the rail 91 prolonged in the vertical direction is formed, and the right lateral of a shield 35 is inserted in slot 91a formed in the rail 91 possible [rise and fall]. moreover, the tooth back established in the tooth back of the pin center,large case 30 as shown in drawing 7 -- the holddown member 94 is attached in the member 96, and the motor 93 is being fixed to the holddown member 94 as shown in drawing 5 The motor 93 is being fixed so that the shaft orientations of the axis-of-rotation 93a may correspond with the longitudinal direction of a shield 35, and the center of the disc-like pulley 92 is being fixed to axis-of-rotation 93a. Penetration formation of the long hole 92a is carried out towards the center at shaft orientations at the pulley 92 from the part near the periphery on the plate surface.

[0040] Shank material 90a projects to the method of outside, and is formed in the upper limit of the left lateral of a shield 35, and the shank material 90a is inserted in long hole 92a of a pulley 92. Moreover, as shown in drawing 8 , from the predetermined part of the peripheral surface of a pulley 92, Slots 92b and 92c separate a predetermined angle towards a center, notching formation is carried out, respectively, and the slot pilot switch [ON-OFF / detect and / Slots 92b and 92c or long hole 92a / pilot switch] 95 is attached in the lateral portion material 97 prepared in the side of the pin center,large case 30. A motor 93 rotates and stops by ON-OFF of the slot pilot switch 95. Moreover, a motor 93 will stop, if the load more than fixed is applied.

[0041] It connects with motorised circuit 93a (drawing 10) electrically, and a motor

93 outputs a driving signal to a motor 93 according to the drive instruction sent out from CPU84, and a motor 93 rotates motorised circuit 93a for it. In addition, with this operation gestalt, as a motor 93, it is highly precise, and it can control and a small brushless DC motor, a small stepping motor, etc. are used according to the reason for being cheap etc., for example.

[0042] [Operation of a cover mechanism], next operation of the above-mentioned cover mechanism are explained. If it becomes the timing which displays the 2nd viewing area D2 of liquid crystal display substrate 34c, a drive instruction will be sent out to motorised circuit 93a from CPU84, and a motor 93 will drive. Thereby, in drawing 7 , a pulley 92 rotates to a clockwise rotation, and a shield 35 descends. And if long hole 92a is detected by the slot pilot switch 95 as shown in drawing 8 , a motor 93 will stop. Thereby, as shown in drawing 6 , the 2nd viewing area D2 is displayed. That is, from the position shown in drawing 7 , long hole 92a is formed in the position where the 2nd viewing area D2 is displayed, when it arrives at the detection position by the slot pilot switch 95. And if it becomes the timing which displays the 3rd viewing area D3, a motor 93 rotates further, a shield 35 descends, notching section 92b will be detected, a motor 93 will stop, and the 3rd viewing area D3 will be displayed by the slot pilot switch 95.

[0043] It is explained with reference to drawing 10 shown with a block about [the electric composition of the pachinko machine 10], next the electric composition of the pachinko machine 10. The main substrate 36 is formed in the pachinko machine 10, and in case ROM85 and CPU84 the various control programs for CPU84 which performs various control of the game board 13, and this CPU84 performing various control were remembered to be perform various control programs, RAM86 which memorizes temporarily the various data generated in the control program read from ROM85 or a game is carried in this main substrate 36.

[0044] What is indicated below is electrically connected to the main substrate 36. 1st-sort starting mouth switch 41a which detects passage of the 1st-sort starting mouth 41 of a game sphere, The voice-control equipment 79, motorised circuit 93a which control 34d of special pattern control boards which control the pattern display 34 specially, and the voice regenerative apparatus (illustration ellipsis) which reproduces various kinds of sound in a game, The game board information about winning a prize, great success, etc. They are the game board information terminal substrate 57 for transmitting to the computer (illustration ellipsis) prepared for the management office of a pachinko hole etc., the ramp-control equipment 75 which controls the lamps prepared in the game board, the face-of-a-board relay substrate 67, the game frame relay substrate 66, the expenditure control board 37, and power supply substrate 87a.

[0045] What is indicated below is electrically connected to the face-of-a-board relay substrate 67. They are usually a large winning-a-prize mouth relay substrate 68, and the solenoid 77 for electric accessori s and the specific expenditure pilot switch 39 which detects the game sphere which usually operates the electric

accessory 42, which detects the thing for which each Light Emitting Diode of the pattern display 32 was usually attached, and to which 32d of pattern display substrates and the game sphere usually passed through the pattern operation gate 40, and which usually won a prize in addition to pattern operation switch 40a, count switch [which was mentioned above] 54, and large Moreover, the specific field solenoid 38 for moving the member which influences whether a game sphere passes through a specific field, the solenoid 43 for large winning-a-prize mouths which change winning-a-prize equipment 50 is operated, and opens the large winning-a-prize mouth 51, and the accessory continuation operation switch 55 mentioned above are electrically connected to the large winning-a-prize mouth relay substrate 68.

[0046] What is indicated below is electrically connected to the game frame relay substrate 66. They are the winning-a-prize sphere end solenoid 46 which drives the equipment for sending the expenditure sphere piece switch 80 which detects that the game sphere to pay out was lost, the full pilot switch 82 which detects that the lower pan 22 filled with awarded balls, the winning-a-prize sphere pilot switch 45 which detects a winning-a-prize sphere, and one winning-a-prize sphere at a time, and the sensor relay substrate 63. Moreover, the pachinko machine 10 is equipped with awarded-balls unit 56c which discharges awarded balls and a sphere on hire. Awarded-balls expenditure sensor 56a, sphere sending-out motor 56b, and CR on-hire sphere sensor 56d are prepared in awarded-balls unit 56c. Awarded-balls expenditure sensor 56a counts the number of the awarded balls to pay out, sphere sending-out motor 56b drives the equipment which discharges awarded balls and a sphere on hire, and the number of the spheres on hire to pay out is counted CR on-hire sphere sensor 56d.

[0047] It connects with the sensor relay substrate 63 electrically, and awarded-balls expenditure sensor 56a is electrically connected with the expenditure relay substrate 69 sphere sending-out motor 56b and CR on-hire sphere sensor 56d. The expenditure relay substrate 69 is electrically connected to the expenditure control board 37, and the launcher unit 81 which consists of discharge motors etc., CR connection substrate 27b, and power supply substrate 87a are electrically connected to the expenditure control board 37. Frequency display substrate 27c which displays the remaining frequency of a prepaid card, the game outside-the-plane equipment portion 62 which constitutes the equipment which reads a prepaid card, and power supply substrate 87a are electrically connected to CR connection substrate 27b. Power supply substrate 87a receives supply of a power supply from the main power supply 87 of AC24V (50Hz / 60Hz).

[0048] [The halt mode of a special pattern], next the halt mode of a special pattern by which it is indicated by change with the pattern display 34 are specially explained with reference to drawing 49 or drawing 56 .

The mode of a halt is usually xplained to the [usual halt] beginning with reference to drawing 49 which shows the example. Drawing 49 (A) is explanatory drawing

showing the state where the pattern is changed specially, and drawing 49 (B) is explanatory drawing showing the state where the pattern has stopped specially. Usually, a halt is a predetermined mode specially stopped in a pattern, respectively, as it is one of the halt modes in HAZURE, and it is shown in drawing 49 (A), and high-speed change of the special pattern displayed on the viewing areas A1, B1, and C1 which are in the state which covered the 2nd viewing area D2 and the 3rd viewing area D3, and constitute the 1st viewing area D1 with a shield 35 is carried out, shifts to low-speed change after that and it be shown in In addition, in the example shown in drawing 49 (B), "756" whose halt pattern of the 1st viewing area D1 is one of the HAZURE patterns is displayed.

[0049] The mode of reach is usually explained with reference to [usual reach], next drawing 50 which shows the example. Drawing 50 (A) is explanatory drawing showing the state where the pattern is changed specially, drawing 50 (B) is explanatory drawing showing a reach state, and drawing 50 (C) is explanatory drawing showing the state where the pattern has stopped specially. Usually, reach is one of great success or the halt modes in HAZURE, with a shield 35, as shown in drawing 50 (A), where the 2nd viewing area D2 and the 3rd viewing area D3 are covered, carries out high-speed change of the special pattern displayed on the viewing areas A1, B1, and C1 which constitute the 1st viewing area D1, and shifts to low-speed change after that. Then, as shown in drawing 50 (B), while viewing areas A1 and B1 carry out vertical change, a viewing area C1 carries out low-speed change, and as shown in drawing 50 (B), it stops in a predetermined special pattern, respectively. In addition, in the example shown in drawing 50 (C), "777" whose halt pattern of the 1st viewing area D1 is one of the great success patterns is displayed.

[0050] The [1st reach of viewing-area expansion], next the 1st reach of viewing-area expansion are explained with reference to drawing 51 which shows the example. Drawing 51 (B) is explanatory drawing showing the upset condition of the 1st viewing area D1 and the 2nd viewing area D2, drawing 51 (A) is explanatory drawing showing the upset condition of the 1st viewing area D1, and drawing 51 (D) is [drawing 51 (C) is explanatory drawing showing the idle state of the 1st viewing area D1 and the 2nd viewing area D2, and] explanatory drawing showing the display state of a great success pattern. The 1st reach of viewing-area expansion is one of great success or the halt modes in HAZURE, with a shield 35, as shown in drawing 51 (A), where the 2nd viewing area D2 and the 3rd viewing area D3 are covered, carries out high-speed change of the special pattern displayed on the viewing areas A1, B1, and C1 which constitute the 1st viewing area D1, and shifts to low-speed change after that. In the example shown in drawing 51 (A), "6" of the same pattern as viewing areas A1 and B1 is displayed, and a viewing area C1 will be in the state of reach with low-speed change.

[0051] Then, viewing areas A1 and B1 carry out vertical change of the specified quantity, for example, the amount equivalent to 1 / 3 - 1/2 of height, and a viewing area C1 carries out low-speed change. [of one viewing area] Then, as shown in

drawing 51 (B), a shield 35 is dropped, the 2nd viewing area D2 is displayed, viewing areas A1, A2, and B1 and B-2 carry out predetermined-time vertical change, and viewing areas C1 and C2 carry out low-speed change. And as shown in drawing 51 (D), in great success by the 2nd viewing area D2, a great success pattern (this example 777) is displayed on the 1st viewing area D1, it raises a shield 35, and covers the 2nd viewing area D2 and the 3rd viewing area D3. Moreover, the case of great success by the 1st viewing area D1, or in HAZURE, a shield 35 is raised without moving a halt pattern, and it covers the 2nd viewing area D2 and the 3rd viewing area D3.

[0052] The [2nd reach of viewing-area expansion], next the 2nd reach of viewing-area expansion are explained with reference to drawing 52 which shows the example. Drawing 52 (B) is explanatory drawing showing the upset condition of the 1st viewing area D1 and the 2nd viewing area D2, drawing 52 (A) is explanatory drawing showing the upset condition of the 1st viewing area D1, and drawing 52 (D) is [drawing 52 (C) is explanatory drawing showing the idle state of the 1st viewing area D1 or the 3rd viewing area D3, and] explanatory drawing showing the display state of a great success pattern. The 2nd reach of viewing-area expansion is one of great success or the halt modes in HAZURE, with a shield 35, as shown in drawing 52 (A), where the 2nd viewing area D2 and the 3rd viewing area D3 are covered, carries out high-speed change of the special pattern displayed on the viewing areas A1, B1, and C1 which constitute the 1st viewing area D1, and shifts to low-speed change after that.

[0053] Then, viewing areas A1 and B1 carry out vertical change of the specified quantity, for example, the amount equivalent to 1 / 3 - 1/2 of height, and a viewing area C1 carries out low-speed change. [of one viewing area] Then, as shown in drawing 52 (B), a shield 35 is dropped, the 2nd viewing area D2 is displayed, viewing areas A1, A2, and B1 and B-2 carry out predetermined-time vertical change, and viewing areas C1 and C2 carry out low-speed change. Then, as shown in drawing 52 (C), a shield 35 is dropped, the 3rd viewing area D3 is displayed, viewing areas A1, A2, and B1 and B-2 carry out predetermined-time vertical change, and viewing areas C1 and C2 carry out low-speed change. In addition, as for a game person, when the change display of viewing areas A3, B3, and C3 is seen, a pattern seems to change to the slot machine continuously towards D3 like two or more patterns by which it is indicated by change from a viewing area D1 specially. And as shown in drawing 52 (D), in great success, a great success pattern (this example 777) is displayed on the 1st viewing area D1, it raises a shield 35, and covers the 2nd viewing area D2 and the 3rd viewing area D3. Moreover, in HAZURE, a shield 35 is raised without moving a halt pattern, and it covers the 2nd viewing area D2 and the 3rd viewing area D3.

[0054] [-- it riots and explains with reference to change] next drawing 53 which riots and shows the example about change, and drawing 54 Drawing 53 (A) is explanatory drawing showing the upset condition of the 1st viewing area D1, and drawing 53 (B) is explanatory drawing showing the idle state of the 1st viewing area

D1. Drawing 53 (C) is explanatory drawing showing the state where a shield 35 descends and goes, rioting and changing the 1st viewing area D1 and the 2nd viewing area D2. Drawing 53 (D) is explanatory drawing showing the state where the 1st viewing area D1 and the 2nd viewing area D2 are rioted and changed. Drawing 53 (E) is explanatory drawing showing the idle state of the 1st viewing area D1, and drawing 53 (F) is explanatory drawing showing the state where a shield 35 descends and goes, rioting and changing the 1st viewing area D1 or the 3rd viewing area D3.
[0055] Drawing 54 (G) is explanatory drawing showing the idle state of the 1st viewing area D1 or the 3rd viewing area D3. Drawing 54 (H) is explanatory drawing showing the state where the 2nd viewing area D2 is re-changed. Drawing 54 (I) is explanatory drawing showing the idle state of the 2nd viewing area D2, and drawing 54 (J) is explanatory drawing showing the state where the character of "great success" was displayed on the 2nd viewing area D2 and the 3rd viewing area D3 while the great success pattern was displayed on the 1st viewing area D1. While a great success pattern is displayed on the 1st viewing area D1, drawing 54 (K) While the 2nd viewing area D2 and the 3rd viewing area D3 are explanatory drawings showing the state where it was covered by the shield 35 and, as for drawing 54 (L), a HAZURE pattern is displayed on the 1st viewing area D1 The 2nd viewing area D2 and the 3rd viewing area D3 are explanatory drawings showing the state where it was covered by the shield 35.
[0056] First, it riots, and change is one of great success or the halt modes in HAZURE, and as shown in drawing 53 (A), as shown in drawing 53 (C), it riots and it is fluctuated [high-speed change of the special pattern currently displayed on the 1st viewing area D1 is carried out, as shown in drawing 53 (B) after that, it usually stops, and]. Here, it riots, and three patterns currently displayed on the 1st viewing area D1 begin (vibrating in the vertical direction) to riot in the vertical direction, and change means one of the special change to which it seems that the soffit of a portion which is rioting depresses a shield 35. Then, after a low speed's rioting and shifting to change, viewing areas A1 and B1 carry out vertical change of the specified quantity, for example, the amount equivalent to 1 / 3 - 1/2 of height, and a viewing area C1 carries out low-speed change. [of one viewing area]
[0057] Then, while rioting and changing the 1st viewing area D1 and the 2nd viewing area D2, a shield 35 starts descent in the direction shown by the arrow F1, the 2nd viewing area D2 is displayed (drawing 53 (B) - drawing 53 (D)), the 1st viewing area D1 and the 2nd viewing area D2 riot, and change stops (drawing 53 (E)). Then, as shown in drawing 53 (F), the 1st viewing area D1 or the 3rd viewing area D3 is rioted and changed, and as shown in drawing 54 (G), the 1st viewing area D1 or the 3rd viewing area D3 stops. Then, as shown in drawing 54 (H), the 2nd viewing area D2 is re-changed, and as shown in drawing 54 (I), the 2nd viewing area D2 stops. And as shown in drawing 54 (J), in great success, a great success pattern is displayed on the 1st viewing area D1, and it displays the character of "great success" on the 2nd viewing area D2 and the 3rd viewing area D3. Then, as shown in drawing 54 (K), with

a shield 35, the 2nd viewing area D2 and the 3rd viewing area D3 are covered, and a great success pattern is displayed on the 1st viewing area D1.

[0058] [Treasure reach], next treasure reach are explained with reference to drawing 55 and drawing 56 which show the example. Drawing 55 (A) is explanatory drawing showing the state where the viewing area C1 is changed while a halt pattern carries out vertical change at viewing areas A1 and B1. Drawing 55 (B) is explanatory drawing showing the state where the downward arrow was displayed on the viewing area C1. Drawing 55 (C) is explanatory drawing showing the state where a leftward arrow is displayed on a viewing area C2, and viewing-area B-2 is carrying out mark change. Drawing 55 (D) is explanatory drawing showing the state where the leftward arrow was displayed on viewing-area B-2, and the downward arrow was displayed on the viewing area A2. A rightward arrow is displayed on a viewing area A3, and, as for drawing 55 (E), a rightward arrow is displayed on a viewing area B3. It is explanatory drawing showing the state where the "treasure" character was displayed on the viewing area C3, and drawing 55 (F) is explanatory drawing showing the state where the character of "great success" was displayed on the 2nd viewing area D2 and the 3rd viewing area D3 while a great success pattern is displayed on the 1st viewing area D1. Drawing 56 (A) is explanatory drawing showing the state where the great success pattern was displayed on the 1st viewing area D1 while the 2nd viewing area D2 and the 3rd viewing area D3 are covered by the shield 35, and drawing 56 (B) is explanatory drawing showing the state where x mark was displayed on viewing-area B-2.

[0059] Treasure reach is one of great success or the halt modes in HAZURE, in great success, the character "precious article" is displayed by the predetermined field, and when it is HAZURE, "x" mark is displayed on a predetermined field. In addition, here explains the change mode in great success. First, after the special pattern currently displayed on the 1st viewing area D1 where the 2nd viewing area D2 and the 3rd viewing area D3 are covered by the shield 35 carries out high-speed change, it shifts to low-speed change. Then, as shown in drawing 55 (A), while viewing areas A1 and B1 carry out vertical change, a viewing area C1 carries out mark change, and as shown in drawing 55 (B), a downward arrow is displayed on a viewing area C1. Here, marks, such as an arrow displayed on a viewing area as mark change, are the display modes which express the overview gradually towards the lower one from the upper one.

[0060] Then, as shown in drawing 55 (C), after dropping a shield 35 by one step, covering only the 3rd viewing area D3 and carrying out mark change of the viewing area C2, a leftward arrow is displayed on a viewing area C2. Then, as shown in drawing 55 (C), mark change of viewing-area B-2 is carried out, and as shown in drawing 55 (D), a leftward arrow is displayed on viewing-area B-2. Then, mark change of the viewing area A2 is carried out, and as shown in drawing 55 (D), a downward arrow is displayed on a viewing area A2. Then, as shown in drawing 55 (E), a shield 35 is dropped, the 3rd viewing area D3 is displayed, mark change of the

viewing area A3 is carried out, and a rightward arrow is displayed on a viewing area A3. Then, mark change of the viewing area B3 is carried out, and a rightward arrow is displayed on a viewing area B3.

[0061] And as shown in drawing 55 (F), while displaying the character "precious article" at a viewing area C3 in great success and displaying a great success pattern (this example 777) on the 1st viewing area D1, the character of "great success" is displayed on the 2nd viewing area D2 and the 3rd viewing area D3. Moreover, as shown at drawing 56 (B) in HAZURE, "x" mark is displayed on a predetermined field (this example viewing-area B-2). That is, in HAZURE, "x" mark is displayed by the intermediate viewing area, in great success, an arrow reaches to a viewing area B3, and, finally the "precious article" mark is displayed on a viewing area C3.

[0062] The [content of storage of ROM85], next the content of storage of ROM85 are explained with reference to drawing 11 or drawing 13 which shows it. Change random number table shown in HAZURE [which is shown in great success / which is shown in great success / which is shown in ROM85 at drawing 11 (A) / which is usually shown in pattern random number table 85a and drawing 11 (B) / which it hits and is usually shown in pattern table 85b and drawing 11 (C) / special random number table 85c, and drawing 11 (D) / special pattern random number table 85d, and drawing 11 (E)] special pattern random number table 85e, and drawing 11 (Usually, the random number value of a total of three coma of 0-2 for pattern table 85b usually choosing the halt pattern in a hit of a pattern by usually consisting of pattern random number values, and hitting of a total of 16 coma of 0-15 for pattern random number table 85a usually determining a hit or HAZURE of a pattern and a halt pattern are matched, and it is constituted.

[0063] Great success special random number table 85c consists of great success special random number values of a total of 225 coma of 0-224, and great success special pattern random number table 85d, the great success special pattern random number value of a total of ten coma of 0-9 and a total of ten kinds of special patterns of 000-999 are matched, and it is constituted. HAZURE special pattern random number table 85e The HAZURE special pattern random number value of a total of ten coma of 0-9, A total of ten kinds of HAZURE patterns of 0-9 which are displayed on a viewing area A1 (the HAZURE pattern A is called hereafter), A total of ten kinds of HAZURE patterns (the HAZURE pattern B is called hereafter) of 0-9 which are displayed on a viewing area B1, and a total of ten kinds of HAZURE patterns (the HAZURE pattern C is called hereafter) of 0-9 which are displayed on a viewing area C1 are matched, respectively, and it is constituted. Change random number table 85f, it consists of change random number values of a total of 100 coma of 0-99. In addition, with this operation form, the case where a great success special random number value "7" is extracted from great success special random number table 85c is considered as great success.

[0064] Moreover, change mode determination table 85g shown in ROM85 at drawing 12 , 1st random number table of stop line determination 85h shown in drawing 13 (A),

2nd random number table of stop line determination 85i shown in drawing 13 (B), It shows and riots to drawing 13 (C). Change central line determination random number table 85j, Change great success line determination random number table 85m and treasure reach x mark viewing-area determination random number table 85n which is shown in drawing 13 (D), which it riots and is indicated to be change vertical line determination random number table 85k to drawing 13 (E) and which is shown in drawing 13 (F) are memorized by rioting.

[0065] change mode determination table 85g -- usually -- a halt -- usually -- reach, the 1st reach of viewing-area expansion, and viewing-area expansion -- with a total of six kinds of change modes which riot and consist of change and treasure reach the 2nd reach The combination of "great success", "A=B, C=B +1", "A=B, C=B -1", "A=B, C=B**1", "A!=B!=C", and a total of six kinds of halt patterns "other than the following" and the change random number value of 0-99 are matched, respectively, and it is constituted. For example, "333" or "777", the case of "great success" as a combination of a halt pattern The case where the cases of "A=B, C=B +1" are "334" or "778", and "A=B, C=B -1" "332" or "776", The case where the cases where the cases of "A=B, C=B**1" are "335" or "773", and "A!=B!=C" are "352" or "749", and "except the following" is "343" or "711." The combination of halt patterns other than great success, i.e., the combination of a HAZURE halt pattern, is determined by HAZURE special pattern random number table 85e (drawing 11 (E)), and a change random number value is chosen from change random number table 85f (drawing 11 (F)).

[0066] 1st random number table of stop line determination 85h, in the 1st reach of viewing-area expansion mentioned later, it is the table used in order to determine whether a great success pattern is made to stop the pattern by which it is indicated by change with which line of lines X1 and X2 (drawing 4 (B)), and the two 1st random number values of stop line determination, 0 and 1, and lines X1 and X2 are matched, respectively, and it is constituted. 2nd random number table of stop line determination 85i It is the table used in order to determine whether a great success pattern is made to stop the pattern by which it is indicated by change in the 2nd reach of viewing-area expansion mentioned later with which line in lines X1, X2, and X3. The three 2nd random number values of stop line determination, 0, 1, and 2, and lines X1, X2, and X3 are matched, respectively, and it is constituted.

[0067] It riots, and a total of ten coma of 0-9 riots, it is the table used in order to determine the halt pattern which is mentioned later, and which riots in change by rioting and is displayed on the central line X2 after change, and it is constituted [change central line pattern determination random number table 85j matches a change central line pattern determination random number value and a total of ten kinds of halt patterns of 0-9 respectively, and]. However, in order to make it a hit not come out with lines Z1 and Z2 (drawing 4 (B)), when it is controlled not to choose and is chosen, the pattern in viewing areas A1-A3 or viewing areas C1-C3 riots, and carries out a change central line pattern determination random number

value +one. It riots, and a total of ten coma of 0-9 riots, it is the table used in order to determine the halt pattern which is mentioned later, and which riots in change by rioting and is displayed on the upper line X1 and the lower line X3 (drawing 4 (B)) after change, respectively, and change vertical line pattern determination random number table 85k is constituted [a change vertical line pattern determination random number value and a total of ten kinds of halt patterns of 0-9 are matched, respectively, and

[0068] It is the table which it riots, and is used in order to determine into which line in lines Z1, Y2, and Z2 the line of great success is made change great success line determination random number table 85m, when changing by rioting in the great success mentioned later, and three coma of 0, 1, and 2 riots, and a change great success line determination random number value and lines Z1, Y2, and Z2 are matched, respectively, and it is constituted. Treasure reach x mark viewing-area determination random number table 85n It is the table used in order to determine on which viewing area in A2, B-2, and six viewing areas (drawing 4 (B)) of C2, A3, B3, and C3 "x" mark is displayed in the treasure reach in HAZURE mentioned later. A viewing area A2, B-2, and C2, A3, B3 and C3 are matched, respectively, and it is constituted. [the treasure reach x mark viewing-area determination random number value of a total of six coma of 0-5, and]

[0069] [A series of operation of the pachinko machine 10], next a series of operation of the pachinko machine 10 are explained focusing on the contents of processing of CPU84. Drawing 14 is a main flow chart which shows the main contents of processing performed by CPU84. First, if the person of a pachinko hole starts the power supply of the pachinko machine 10, CPU84 will judge with it being a power up (Step (it abbreviates to S hereafter) 10: Yes), will perform initial setting (S12), and will end the first routine.

[0070] And if a game person puts a game sphere into the upper pan 20 (drawing 1), the game sphere will be led to the launcher unit 81 (drawing 10), if a game person turns the discharge handle 23 (drawing 1), the launcher unit 81 will operate and a game sphere will be discharged. This discharged game sphere is led into the game board 13 along with a guide rail 14, and dancing wildly between the nails 28 driven into the game board 13, it falls and it goes. And if a game sphere usually passes through the pattern operation gate 40 (drawing 2), the switching signal which pattern operation switch 40a (drawing 10) usually turned on by the passage, and was generated by this ON will be inputted into CPU84 of the face-of-a-board relay substrate 67 to the main substrate 36 (S14). Then, CPU84 usually performs pattern operation processing based on the input of the switching signal (S20).

[0071] [Common pattern operation processing], next CPU84 usually explain with reference to the flow chart of drawing 15 which is performed in S20 of drawing 14 and which shows it about pattern operation processing flowing. First, CPU84 judges with pattern operation switch 40a having usually turned on by the input of the above-mentioned switching signal (S22:Yes), and U1 pattern working memory usually

judges whether it is less than four (S24). here -- for the first time -- a game sphere -- usually -- the pattern operation gate 40 -- passing -- **** -- usually -- the number of pattern working memories -- since it is U1=0, it progresses to S26 (S24:Yes), and RAM86 memorizes -- "1" is usually added to U1 pattern working memory Now, it is set to U1=1. Then, CPU84 usually chooses one pattern random number value from common pattern random number table 85a (drawing 11 (A)) memorized by ROM85 (S28), and stores it in RAM86 (S30). Then, CPU84 performs common pattern change processing which usually indicates the pattern by change with the pattern display 32 (S40 of drawing 14).

[0072] [Common pattern change processing], next CPU84 usually explain with reference to the flow chart of drawing 16 which is performed in S40 of drawing 14 and which shows it about pattern change processing flowing. That progress to S44 since the pattern is usually indicated by change for the first time here, although it judges whether, as for CPU84, a change indication of the pattern is usually first given with the pattern display 32 (S42) (S42:No), and RAM86 memorizes judges whether whose U1 pattern working memory is usually one or more (S44). here -- the above S26 -- setting -- usually -- the number of pattern working memories -- since it is U1=1, an affirmation judging is carried out (S44:Yes) and RAM86 memorizes -- "1" is usually subtracted from U1 pattern working memory (S46)

[0073] Then, CPU84 starts the count of the change fixed time T1 (for example, 7 seconds) which shows the time when the pattern is usually changed (S48), and usually outputs the common pattern change start command which usually starts change of a pattern to the pattern display 32 (S50). A change indication of the pattern is thereby usually given in four kinds of above-mentioned display modes. And the common pattern random number value which stored CPU84 in RAM86 by the above S30 judges a hit or HAZURE (S52). For example, when a pattern random number value is usually "4" - "15", it judges with a hit, and in "0" - "3", it judges with HAZURE. Then, in a hit, CPU84 stands (S52:Yes) and a hit flag (S54), hits and usually chooses one hit common pattern from pattern table 85b (drawing 11 (B)) (S56). As this hit common pattern is shown in drawing 11 (B), there are three kinds and one hit common pattern is chosen from the inside at random. Moreover, in HAZURE, a (S52:No) and HAZURE common pattern is read (S58).

[0074] And although CPU84 returns to S42 Since the change display of a pattern has already been performed usually in S48, an affirmation judging is carried out (S42:Yes). When the change fixed time T1 passes the deadline of (S60:Yes), the hit common pattern change on display which usually chose the pattern by S56, Or it substitutes for the HAZURE common pattern read by S58 (S62), and the common pattern change halt command which usually stops change of a pattern is usually outputted to the pattern display 32 (S64). Thereby, the pattern display 32 usually displays the common pattern substituted by S62.

[0075] [Common electric accessory processing], next CPU84 usually explain with reference to the flow chart of drawing 17 which is performed in S70 of drawing 14

and which shows it about electric accessory processing flowing. Although CPU84 judges [which usually opens the both wings of the electric accessory 42] whether the solenoid 77 (drawing 10) for electric accessories is usually operating (S72), it progresses to S74 in order to usually open the electric accessory 77 for the first time here (S72:No), and starts the count of the open fixed time T2 (for example, 0.6 seconds) which shows the time which has usually opened the electric accessory 42 wide (S76). Then, CPU84 usually outputs an operation instruction command to the solenoid 77 for electric accessories (S78). Thereby, the solenoid 77 for electric accessories usually operates, and the both wings of the electric accessory 42 usually open.

[0076] And if a game sphere wins a prize of the common electric accessory 42 opened wide, the winning-a-prize sphere pilot switch 45 (drawing 10) turns on. The switching signal is outputted to the main substrate 36 from the game frame relay substrate 66. CPU84 of the main substrate 36 sends out an awarded-balls expenditure command from the expenditure control board 37 to awarded-balls unit 56c through the expenditure relay substrate 69, awarded-balls unit 56c operates, and a predetermined number, for example, six awarded balls, is discharged from the upper pan awarded-balls exhaust port 19 (drawing 1) in the upper pan 20. And although CPU84 returns to S72, since the solenoid 77 for electric accessories has already operated usually in S78, if it progresses to S80 (S72:Yes) and deadline of the open fixed time T2 is detected (S80:Yes), it will usually output an operation halt instruction command to the solenoid 77 for electric accessories (S82). Thereby, the operation of the solenoid 77 for electric accessories usually stops, and the both wings of the electric accessory 42 usually close. In addition, lighting of the lamp in a game, Light Emitting Diode, etc. is performed by the lamp and Light Emitting Diode processing of drawing 14 of S750, and reproduction of a sound effect etc. is performed by voice output processing of S760.

[0077] [Processing from the change display of a special pattern to great success generating], next processing from the change display of a special pattern to great success generating are explained with reference to drawing 18 or drawing 56 . With reference to the flow chart of drawing 18 which shows it, it explains to the [special pattern starting mouth processing] beginning that the special pattern starting mouth processing which CPU84 performs by S90 of drawing 14 flows. First, a game sphere turns on and, as for CPU84, the 1st-sort starting mouth 41 or 1st-sort starting mouth switch 41a (drawing 10) which will detect the game sphere which won a prize if a prize of the electric accessory 42 is usually won detects the ON (S92:Yes).

[0078] Then, although CPU84 judges whether U2 special pattern starting storage memorized by RAM86 is less than four (S94), for the first time, a prize of the electric accessory 42 is usually won, and the 1st-sort starting mouth 41 or since it is pattern starting storage number U2=0 specially, a game sphere progresses to S96 (S94:Yes), and it adds "1" to U2 pattern starting storage specially here. It is set now

to U2=1. Then, CPU84 chooses one great success special random number value from great success special random number table 85c (drawing 11 (C)) memorized by ROM85 (S98), and stores the selected special pattern random number value in RAM86 (S100). Then, CPU84 performs a pattern display control specially in S110 of drawing 14 .

[0079] With reference to the flow chart of drawing 19 which shows it, it explains that a [special pattern display control], next the special pattern display control which CPU84 performs flow. Although CPU84 judges whether a pattern is changed specially (S112), since it is not changed yet here, it progresses to the following S114 (S112:No), and judges whether U2 pattern starting storage is more than "1" specially (S112). Since it is pattern starting storage number U2=1 specially in S96 of drawing 18 here, it progresses to S116 (S114:Yes), and "1" is specially subtracted from U2 pattern starting storage, and it judges whether the great success special random number value stored in RAM86 by S100 of drawing 18 is a great success special random number value which shows great success (S118).

[0080] When it is the great success special random number value (for example, this example 7) which shows great success, CPU84 Then, (S118:Yes), Stand the great success flag which shows generating of great success (S120), and "1" is set to the round counter N which counts the number of rounds of the game performed based on great success (S122). One great success special pattern random number value is chosen from great success special pattern random number table 85d (drawing 11 (D)), and the combination of the halt pattern corresponding to the selected great success special pattern random number value is set (S124). Then, CPU84 chooses one change random number value from change random number table 85f (drawing 11 (F)) (S126), and the change mode matched with the selected change random number value judges whether it is the 1st reach of viewing-area expansion with reference to change mode determination table 85g (drawing 12) (S128).

[0081] For example, when a change random number value is "15", it judges with it being the 1st reach of viewing-area expansion in great success (S128:Yes), and the one 1st random number value of stop line determination is chosen from 1st random number table of stop line determination 85h (drawing 13 (A)) (S130). On the other hand, CPU84 judges whether is it (S128:No) or not and a change mode is the 2nd reach of viewing-area expansion, when it judges with a change mode not being the 1st reach of viewing-area expansion in great success in S128 (S132). For example, when a change random number value is "40", it judges with it being the 2nd reach of viewing-area expansion (S132:Yes), and the one 2nd random number value of stop line determination is chosen from 2nd random number table of stop line determination 85i (drawing 13 (B)) (S134).

[0082] Moreover, (S132:No) and a change mode riot and CPU84 judges whether it is change, when it judges with a change mode not being the 2nd reach of viewing-area expansion in S132 (S136). For example, when a change random number value is "60", riot and it judges with it being change (S136:Yes). Riot, riot from change great

success line determination random number table 85m (drawing 13 (E)), and one change great success line determination random number value is chosen. It riots, and riots from change central line pattern determination random number table 85j drawing 13 (C), and one change central line pattern determination random number value is chosen, it riots, and riots from change vertical line pattern determination random number table 85k (drawing 13 (D)), and one change vertical line pattern determination random number value is chosen (S138). However, in order to make it a hit not come out with lines Z1 and Z2 (drawing 4 (B)) in HAZURE, when it is controlled not to choose and is chosen, the pattern in viewing areas A1-A3 or viewing areas C1-C3 riots, and carries out a change central line pattern determination random number value +one (S138).

[0083] Furthermore, CPU84 judges whether is it (S136:No) or not and a change mode is treasure reach, when it judges with a change mode rioting and not being change in S136 (S140). For example, when a change random number value is "90", it judges with it being the treasure reach in HAZURE (S140:Yes), and one treasure reach x mark viewing-area determination random number value is chosen from treasure reach x mark viewing-area determination random number table 85n (drawing 13 (F)) (S142). And CPU84 sets the change mode determined with reference to change mode determination table 85g (drawing 12) based on the change random number value chosen in the combination of the halt pattern set in S124, and S126 (S144), and performs viewing-area change control (S146). In addition, as shown in change mode determination table 85g, in great success, a halt is not usually chosen.

[0084] [Viewing-area change control], next the viewing-area change control flow which CPU84 performs are explained with reference to the flow chart of drawing 20 which shows it. The change mode set in S144 usually judges whether it is a halt (S152), and CPU84 performs (S152:Yes) and usual halt processing, when it judges with it being usually a halt (S154). Moreover, when it judges with CPU84 not being usually a halt, (S152:No) is performed, and when it usually judges whether it is reach (S156) and judges with it being usually reach, (S156:Yes) and usual reach processing are performed (S158). Moreover, when it judges whether they are (S156:No) and the 1st reach of viewing-area expansion when it judges with CPU84 not being usually reach (S160), and it judges with it being the 1st reach of viewing-area expansion, the 1st reach processing of (S160:Yes) viewing-area expansion is performed (S162).

[0085] Moreover, when it judges whether they are (S160:No) and the 2nd reach of viewing-area expansion when it judges with CPU84 not being the 1st reach of viewing-area expansion (S164), and it judges with it being the 2nd reach of viewing-area expansion, the 2nd reach processing of (S164:Yes) viewing-area expansion is performed (S166). moreover, the case where it judges with CPU84 not being the 2nd reach of viewing-area expansion -- (S164:No) and the case where rioted, judged whether it was change (S168), and it judges with it rioting and being change -- (S168:Yes) -- it riots and change is performed (S170) Furthermore, when it judges

with CPU84 rioting and not being change reach, (S168:No) and treasure reach are performed (S172).

[0086] With reference to drawing 21 , drawing 34 , and drawing 49 , it explains that [usual halt processing], next the usual halt processing which CPU84 performs flow. Drawing 21 is a flow chart which usually shows the flow of halt processing, and drawing 34 is usually the timing diagram of halt processing. In addition, in each processing described below, high-speed change is change which displays one pattern every 80ms, and low-speed change means change which displays one pattern every 800ms. Moreover, the 1st vertical change is the above-mentioned change to which high-speed change is carried out, and the 2nd vertical change means change which carries out the above-mentioned low-speed change so that one pattern may shake up and down every [2 / 1/] so that one pattern may shake up and down every / 2 / 1/]. Furthermore, cover means the state where the display of a pattern, a character (arrow), etc. is not in sight with a shield 35.

[0087] Although CPU84 judges whether the 1st control is already started (S202), since it is not started yet here, it progresses to S204 (S202:No). In S204, as shown in drawing 34 , the time (change fixed time) ta in which viewing areas A1, B1, and C1 are carrying out high-speed change is set, and the 1st control in which viewing areas A1, B1, and C1 carry out high-speed change is started (** (t1-t2) of drawing 34 , drawing 49 (A)). Then, CPU84 returns to S202, and it judges with the 1st control already being started (S202:Yes), and judges with 1st it being under control (S206:Yes). And if it judges with 1st CPU84 not being [be / it] under control if the change fixed time ta passes (S206:No) and time t2 comes, it will judge with it being the timing which changes to the 2nd control (S208:Yes), and the 2nd control will be started (S210).

[0088] In this 2nd control, it substitutes for the pattern in front of 1 pattern of the halt pattern which set specially the pattern displayed on viewing areas A1, B1, and C1 in S124 (drawing 19) of a pattern display control, and low-speed change of the viewing areas A1, B1, and C1 is carried out (** of drawing 34 (t2-t3)). And CPU84 displays a halt pattern while it turns on (S214:No) and a pattern halt command (S216) and stops change of viewing areas A1, B1, and C1, when the pattern halt command for stopping a pattern does not turn on, after ending the 2nd control (S212:No) (S218). In the example shown in drawing 49 (B), the halt pattern "756" is displayed on viewing areas A1, B1, and C1.

[0089] With reference to drawing 22 , drawing 35 , and drawing 50 , it explains that [usual reach processing], next the usual reach processing which CPU84 performs flow. Drawing 22 is a flow chart which usually shows the flow of reach processing, and drawing 35 is usually the timing diagram of reach processing. Although CPU84 judges whether the 1st control is already started (S222), since it is not started yet here, it progresses to S224 (S222:No). In S224, as shown in drawing 35 , the time (change fixed time) ta in which viewing areas A1, B1, and C1 are carrying out high-speed change is set, and the 1st control in which viewing areas A1, B1, and C1 carry

out high-speed change is started (** (t1-t2) of drawing 35 , drawing 50 (A)).
[0090] Then, CPU84 returns to S222, and it judges with the 1st control already being started (S222:Yes), and judges with 1st it being under control (S226:Yes). And if it judges with 1st CPU84 not being [be / it] under control if the change fixed time ta passes (S226:No) and time t2 comes, it will judge with it being the timing which changes to the 2nd control (S228:Yes), and the 2nd control will be started (S230). In this 2nd control, it substitutes for the pattern in front of 1 pattern of the halt pattern which set specially the pattern displayed on viewing areas A1, B1, and C1 in S124 (drawing 19) of a pattern display control, and low-speed change of the viewing areas A1, B1, and C1 is carried out (** of drawing 35 (t2-t3)).
[0091] Then, it judges with CPU84 being timing which will change to the 3rd control if the 2nd control is ended (S232:No) and time t3 comes (S234:Yes), and the 3rd control is started (S236). In this 3rd control, the 2nd vertical change of the viewing areas A1 and B1 is carried out, and low-speed change of the viewing area C1 is carried out (t3-t4 of drawing 35 , drawing 50 (B)). At this time, a viewing area C1 is substituted for the pattern in front of 5 patterns of the halt pattern of a viewing area A1, and carries out low-speed change (** of drawing 35 (t3-t4)). And a halt pattern is displayed, while turning on (S240:No) and a pattern halt command (S242) and stopping change of viewing areas A1, B1, and C1, when it judges with the 3rd control having ended it when CPU84 became time t4 (S238:No) and the pattern halt command does not turn on (S244). At this time, pattern doubling of the halt pattern corresponding to the kind of reach is usually performed. For example, in A=B and C=B +1 (drawing 12), the halt pattern of a viewing area C1 is changed to the pattern after [of the halt pattern of a viewing area B1] one. Moreover, as shown at drawing 50 (C) in great success, a halt pattern "777" is displayed on viewing areas A1, B1, and C1.
[0092] With reference to drawing 23 , drawing 24 , drawing 36 , drawing 37 , and drawing 51 , it explains that the [1st reach processing of viewing-area expansion], next the 1st reach processing of viewing-area expansion which CPU84 performs flow. Drawing 23 is a flow chart which shows the flow of the 1st reach processing of viewing-area expansion, and drawing 24 is a flow chart which shows a continuation of drawing 23 . Drawing 36 and drawing 37 are the timing diagrams of the 1st reach processing of viewing-area expansion. Although CPU84 judges whether the 1st control is already started (S252), since it is not started yet here, it progresses to S254 (S252:No). In S254, as shown in drawing 35 , the time (change fixed time) ta in which viewing areas A1, B1, and C1 are carrying out high-speed change is set in time t1, and the 1st control in which viewing areas A1, B1, and C1 carry out high-speed change is started (** of drawing 36 (t1-t2)).
[0093] Then, CPU84 returns to S252, and it judges with the 1st control already being started (S252:Yes), and judges with 1st it being under control (S256:Yes). And if it judges with the 1st control having nded CPU84 when the change fixed time ta pass d (S256:Yes) and time t2 comes, it will judge with it being the timing which

changes to the 2nd control (S258:Yes), and the 2nd control will be started (S260). In this 2nd control, while substituting for the pattern in front of 1 pattern of the halt pattern which set specially the pattern displayed on viewing areas A1 and B1 in S124 (drawing 19) of a pattern display control, it substitutes for the pattern in front of 7 patterns of the halt pattern which carried out [above-mentioned] the set of the pattern displayed on a viewing area C1, and low-speed change of the 1st viewing area D1 is carried out (** of drawing 36 (t2-t3)).

[0094] Then, if CPU84 becomes time t3, it will judge with the 2nd control having been completed (S262:Yes), and the 3rd control will be started if it judges with it being the timing which changes to the 3rd control (S264:Yes) (S266). In this 3rd control, the 2nd vertical change of the viewing areas A1 and B1 is carried out, and low-speed change of the viewing area C1 is carried out (** of drawing 36 (t3-t7)). Then, if time t4 comes, the 3rd control will be completed (S267:Yes), and CPU84 judges with it being the timing which performs the 4th control (S268:Yes), and starts the 4th control (S270). In this 4th control, a shield 35 is dropped by one step, the 2nd viewing area D2 is displayed, the 2nd vertical change of a viewing area A2 and B-2 is carried out, and low-speed change of the viewing area C2 is carried out (** (t4-t8) of drawing 36 , drawing 51 (B)).

[0095] Then, if CPU84 becomes time t7, it will judge with the 4th control having been completed (S272:Yes), and if it judges with having ended the 4th control now (S274:Yes), change of the 1st viewing area D1 and the 2nd viewing area D2 will be stopped (S276, t7 of drawing 36 , drawing 51 (C)). Then, if it judges with CPU84 having returned to S274 and having not ended the 4th control now (S274:No), it will judge whether a great success pattern is displayed on the 2nd viewing area D2 (S278). Here, it determines whether it is made to stop with which line of the line X1 of the 1st viewing area D1, and the line X2 (drawing 4 (B)) of the 2nd viewing area D2, and a great success pattern is displayed with the line specially chosen from 1st random number table of stop line determination 85h (drawing 13 (A)) in S130 of a pattern display control (drawing 19).

[0096] And although it judges whether the 5th control which progresses to (S278:No) and S284 (drawing 24), and is performed in S282 (drawing 23) was performed when it judges with CPU84 not displaying [be / it] a great success pattern on the 2nd viewing area D2, since the 5th control is not performed here, it progresses to S290 (S284:No), and judges whether the 6th control was performed. Here, since the 6th control has not been performed yet, CPU84 progresses to S292 (S290:No), and performs the 6th control. In this 6th control, a shield 35 is raised to the position which covers a normal position D2, i.e., the 2nd viewing area, and the 3rd viewing area D3 (** (t8-t9) of drawing 36 , drawing 51 (D)). Then, it is displayed on the 1st viewing area D1 that a result judges with the 6th control having completed CPU84 (S296). (S294:Yes)

[0097] The result displayed on the 1st viewing area D1 is the halt patt rn displayed on the 2nd viewing area D2, when the line chosen from 1st random number table of

stop line determination 85h (drawing 13 (A)) is X1 line, and it stops in S276 (drawing 23), and is the halt pattern displayed on the 1st viewing area D1 and is X2 line. In addition, the time t8-t9 required for a shield 35 to go up to a normal position is a part for three coma at the time of fluctuating a pattern at a low speed (time required for carrying out 3 pattern change).

[0098] Here, with reference to the timing diagram of drawing 37 , it explains that processing when a great success pattern is displayed on the 2nd viewing area D2 flows. The 5th control is performed, after time to display (S278:Yes) and a great success pattern is completed (S280:Yes), when it judges with CPU84 displaying a great success pattern on the 2nd viewing area D2 in S278 (drawing 23) (S282, ** of drawing 37 (t7-t8)). In this 5th control, the 1st viewing area D1 and the 2nd viewing area D2 are re-changed at high speed, and in order to display a great success pattern on display to the 2nd viewing area D2 on the 1st viewing area D1 later, it re-sets. At this time, the display of a great success pattern disappears from the 2nd viewing area D2.

[0099] And CPU84 returns to S278, and it judges with not displaying [be / it] a great success pattern on the 2nd viewing area D2 (S278:No), and judges with having performed the 5th control (S284:Yes of drawing 24). Then, if CPU84 becomes time t8, it will judge with having completed the 5th control (S286:Yes), change of the 1st viewing area D1 and the 2nd viewing area D2 will be stopped (S288), the 6th control will be performed, and a shield 35 will be returned to a normal position (S290:No, S294, t8-t9 of drawing 37). Then, it judges with having completed the 6th control, when CPU84 became time t9 (S294:Yes), and the great success pattern re-set in the 5th control (S282) is displayed on the 1st viewing area D1 (S296, drawing 51 (D)).

[0100] As mentioned above, since the 2nd viewing area D2 can be seen gradually when the 1st reach of viewing-area expansion is chosen as a change mode, and a shield 35 descends gradually, a game person can raise gradually expectation what pattern the pattern displayed on the 2nd viewing area D2 will be, and can go. Therefore, since the simplification of the production for encouraging a game person's expectations for a halt pattern is cancelable, the state where a game person's interest increased is maintainable for a long time. And since it does not know on which a great success pattern shall be displayed between the 1st viewing area D1 and the 2nd viewing area D2 until change of the 1st viewing area D1 and the 2nd viewing area D2 stops, it can raise the interest of the game to great success generating further rather than what a great success pattern is displayed only on one viewing area as. Moreover, since a shield 35 goes up, the 2nd viewing area D2 and the 3rd viewing area D3 are finally covered and an end result can be displayed on the 1st viewing area D1, an end result can be checked by looking clearly.

[0101] With reference to drawing 25 , drawing 26 , drawing 38 or drawing 41 , and drawing 52 , it explains that the [2nd reach processing of viewing-area expansion], next the 2nd reach processing of viewing-area expansion which CPU84 performs flow. Drawing 25 is a flow chart which shows th flow of the 2nd reach processing of

viewing-area expansion, and drawing 26 is a flow chart which shows a continuation of drawing 25 . Drawing 38 or drawing 41 is the timing diagram of the 2nd reach processing of viewing-area expansion. Although CPU84 judges whether the 1st control is already started (S352), since it is not started yet here, it progresses to S354 (S352:No). In S354, as shown in drawing 38 , the time (change fixed time) ta in which viewing areas A1, B1, and C1 are carrying out high-speed change is set in time t1, and the 1st control in which viewing areas A1, B1, and C1 carry out high-speed change is started (** of drawing 38 (t1-t2)).

[0102] Then, CPU84 returns to S352, and it judges with the 1st control already being started (S352:Yes), and judges with the 1st control not being completed (S356:No). And if CPU84 will judge with the 1st control having been completed if the change fixed time ta passes (S356:Yes), and it becomes time t2, it will judge with it being the timing which changes to the 2nd control (S358:Yes), and will start the 2nd control (S360). In this 2nd control, while substituting for the pattern in front of 1 pattern of the halt pattern which set specially the pattern displayed on viewing areas A1 and B1 in S124 (drawing 19) of a pattern display control, it substitutes for the pattern in front of 7 patterns of the halt pattern which carried out [above-mentioned] the set of the pattern displayed on a viewing area C1, and low-speed change of the 1st viewing area D1 is carried out (** of drawing 38 (t2-t3)).

[0103] Then, it judges with CPU84 having become the timing which will perform the 2nd control if time t3 comes (S362:Yes), and the 3rd control is started (S364). In this 3rd control, the 2nd vertical change of the viewing areas A1 and B1 is carried out, and low-speed change of the viewing area C1 is carried out (** (t3-t8) of drawing 38 , drawing 52 (A)). Then, if CPU84 becomes time t4 (drawing 39), it will judge with the 3rd control having been completed (S366:Yes), and the 4th control will be started if it judges with it being the timing which changes to the 4th control (S368:Yes) (S370). In this 4th control, a shield 35 is dropped by one step, the 2nd viewing area D2 is displayed, the 2nd vertical change of a viewing area A2 and B-2 is carried out, and low-speed change of the viewing area C2 is carried out (** (t4-t8) of drawing 39 , drawing 52 (B)).

[0104] Then, if CPU84 becomes time t6, it will judge with the 4th control having been completed (S372:Yes), and the 5th control will be started if it judges with it being the timing which changes to the 5th control (S374:Yes) (S376). In this 5th control, a shield 35 is dropped by one more step, the 3rd viewing area D3 is displayed, the 2nd vertical change of the viewing areas A3 and B3 is carried out, and low-speed change of the viewing area C3 is carried out (** of drawing 39 (t6-t8, drawing 52 (C)).). Then, if it judges with CPU84 having ended the 5th control now (S378:Yes), change of the 1st viewing area D1, the 2nd viewing area D2, and the 3rd viewing area D3 will be stopped (S380, t9 of drawing 39 , drawing 52 (C)). Then, if it judges with CPU84 having returned to S378 and having not ended the 5th control now (S378:No), it will judge whether a great success pattern is displayed on the 2nd viewing area D2 or the 3rd viewing area D3 (S382 of drawing 26).

[0105] Here, it determines whether it is made to stop with which line in the line X1 of the 1st viewing area D1, the line X2 of the 2nd viewing area D2, and the line X3 (drawing 4 (B)) of the 3rd viewing area D3, and a great success pattern is displayed with the line specially chosen from 2nd random number table of stop line determination 85i (drawing 13 (B)) in S134 of a pattern display control (drawing 19). And although it judges whether the 6th control which progresses to (S382:No) and S388 and is performed in S386 was performed when it judges with CPU84 not displaying [be / it] a great success pattern on the 2nd viewing area D2 or the 3rd viewing area D3, since the 6th control is not performed here, it progresses to S394 (S388:No), and judges whether the 7th control was performed.
[0106] Here, since the 7th control has not been performed yet, 84 progress to CPUS396 (S394:No), and the 7th control is performed. In this 7th control, a shield 35 is raised to the position which covers a normal position D2, i.e., the 2nd viewing area, and the 3rd viewing area D3 (t9-t10 of drawing 39 , drawing 52 (D)). Then, it is displayed on the 1st viewing area D1 that a result judges with the 7th control having completed CPU84 (S400). (S398:Yes) When the line chosen from 2nd random number table of stop line determination 85i (drawing 13 (B)) is a line X1, the result displayed on the 1st viewing area D1 It is the halt pattern displayed on the 2nd viewing area D2 when it stopped in S380 (drawing 25), and was the halt pattern displayed on the 1st viewing area D1 and was a line X2, and when it is a line X3, it is the halt pattern displayed on the 3rd viewing area D3. In addition, the time t8-t9 required for a shield 35 to go up to a normal position is a part for three coma at the time of fluctuating a pattern at a low speed (time required for carrying out 3 pattern change).
[0107] Here, with reference to the timing diagram of drawing 40 and drawing 41, it explains that processing when a great success pattern is displayed on the 2nd viewing area D2 or the 3rd viewing area D3 flows. The 6th control is performed, after time (t8-t9) to display (S382:Yes) and a great success pattern is completed (S384:Yes), when it judges with CPU84 displaying a great success pattern on the 2nd viewing area D2 or the 3rd viewing area D3 in S382 (drawing 26) (** of S386, drawing 40, and drawing 41 (t9-t10)). In this 6th control, the 1st viewing area D1, the 2nd viewing area D2, and the 3rd viewing area D3 are re-changed at high speed, and in order to display a great success pattern on display to the 2nd viewing area D2 or the 3rd viewing area D3 on the 1st viewing area D1 later, it re-sets. At this time, the display of a great success pattern disappears from the 2nd viewing area D2 or the 3rd viewing area D3.
[0108] And it judges with CPU84 having performed the 6th control (S388:Yes). It judges with the 6th control having been completed when time t10 came (S390:Yes). Change of the 1st viewing area D1, the 2nd viewing area D2, and the 3rd viewing area D3 is stopped (S392), the 7th control is performed, and a shield 35 is returned to a normal position (S394:No, S396, ** of drawing 41 (t10-t11)). Then, it judges with having completed the 7th control, when CPU84 became time t11 (S398:Yes), and the

great success pattern re-set in the 6th control (S386) is displayed on the 1st viewing area D1 (S400, drawing 52 (D)).

[0109] As mentioned above, since the 3rd viewing area D3 can also be displayed after displaying the 2nd viewing area D2 when the 2nd reach of viewing-area expansion is chosen as a change mode, the pleasure by viewing-area expansion can be experienced twice. Therefore, the state where a game person's interest increased can be maintained still longer rather than the case where it accepts and expands to the 2nd viewing area D2. And since it does not know on which [in the 1st viewing area D1, the 2nd viewing area D2, and the 3rd viewing area D3] a great success pattern is displayed until change of the 1st viewing area D1, the 2nd viewing area D2, and the 3rd viewing area D3 stops, it can raise the interest of the game to great success generating further rather than what a great success pattern is displayed only on one viewing area as. Moreover, since a shield 35 goes up, the 2nd viewing area D2 and the 3rd viewing area D3 are finally covered and an end result can be displayed on the 1st viewing area D1, an end result can be checked by looking clearly.

[0110] [-- it riots and change processing], next CPU84 perform -- it riots and explains that change processing flows with reference to drawing 27, drawing 28, drawing 42 or drawing 45, drawing 53, and drawing 54 Drawing 27 is a flow chart which riots and shows the flow of change processing, and drawing 28 is a flow chart which shows a continuation of drawing 27. Drawing 42 or drawing 45 riots and is the timing diagram of change processing. Although it judges whether the 1st control ended CPU84 (S452), since it has not ended yet here, it progresses to S454, and the 1st control is performed (S452:No). In this 1st control, as shown in drawing 42, the time (change fixed time) ta in which the 1st viewing area D1 is carrying out high-speed change is set in time t1, and the 1st viewing area D1 carries out high-speed change (** (t1-t2) of drawing 42, drawing 53 (A)).

[0111] And the 2nd control will be performed if it will judge with CPU84 having ended the 1st control if the change fixed time ta passes and time t2 comes (S452:Yes), and it judges with having not ended the 2nd control (S456:No) (S458). In this 2nd control, while substituting for the pattern in front of 1 pattern of the halt pattern which set specially the pattern displayed on viewing areas A1 and B1 in S124 (drawing 19) of a pattern display control, it substitutes for the pattern in front of 7 patterns of the halt pattern which carried out [above-mentioned] the set of the pattern displayed on a viewing area C1, and low-speed change of the 1st viewing area D1 is carried out (** of drawing 42 (t2-t3)). Then, the 3rd control will be performed if it will judge with CPU84 having ended the 2nd control if time t3 comes (S456:Yes), and it judges with having not ended the 3rd control (S460:No) (S462). In this 3rd control, the 1st vertical change of the viewing areas A1 and B1 is carried out, and low-speed change of the viewing area C1 is carried out (** of drawing 42 (t3-t4)).

[0112] Then, it judges with the 3rd control having ended CPU84, when time t4 came

(S460:Yes), and change of the 1st viewing area D1 is stopped (S464, t4-t5 of drawing 42, drawing 53 (B)), it judges with having not ended the 4th control (S466:No), and the 4th control is performed (S468). In this 4th control, dropping a shield 35 to the position where one step D2, i.e., the 2nd viewing area, is displayed, it riots and the 1st viewing area D1 and the 2nd viewing area D2 are fluctuated (** (t5-t6) of drawing 42 and drawing 43, drawing 53 (C), (D)). Then, if time t6 comes, the 1st viewing area D1 and the 2nd viewing area D2 will riot, and CPU84 will stop change, and will display a halt pattern on the 1st viewing area D1 and the 2nd viewing area D2 (t6-t7 of S470, drawing 42, and drawing 43, drawing 53 (E)).

[0113] Then, it judges with CPU84 having not ended the 5th control (S472:No), and the 5th control is performed (S474). In this 5th control, dropping a shield 35 to the position where one more step D3, i.e., the 3rd viewing area, is displayed, it riots and the 1st viewing area D1 or the 3rd viewing area D3 is fluctuated (** (t7-t8) of drawing 42 and drawing 43, drawing 53 (F)). Then, if time t8 comes, while judging with the 5th control having ended CPU84 (S472:Yes), and the 1st viewing area D1 or all the 3rd viewing area D3 rioting and stopping change, a halt pattern is displayed on all viewing areas (S476, t8-t9 of drawing 43, drawing 54 (G)). All halt patterns are specially set to S138 of a pattern display control (drawing 19) here. in great success It riots. Change central line pattern determination random number table 85j (drawing 13 (C)), Riot and change vertical line pattern determination random number table 85k (drawing 13 (D)) and the pattern which it rioted and was chosen from change great success line determination random number table 85m (drawing 13 (E)) are used. In HAZURE, the pattern which it rioted and was chosen from change vertical line pattern determination random number table 85k (drawing 13 (D)) is used.

[0114] Then, it judges with CPU84 having not ended the 6th control, if time t9 comes (S478:No of drawing 28), and the 6th control is performed (S480). Only the 2nd viewing area D2 is re-fluctuated in this 6th control (** (t9-t10) of drawing 43, drawing 54 (H)). Then, although it will judge whether CPU84 stopped change of the 2nd viewing area D2 (S482, drawing 54 (I)), and the 7th control ended it if time t10 comes (S484), since the 7th control is not performed here, It progresses to the following S486 (S484:No), and either of the lines Z1, Z2, and Y2 judges whether it is great success. Here, it determines whether it is made to stop with which line in lines Z1, Z2, and Y2, and a great success pattern is displayed with the line which rioted in S138 of a pattern display control (drawing 19) specially, and was chosen from change great success line determination random number table 85m (drawing 13 (E)).

[0115] then, CPU84 -- the above -- octavus control will be performed if it judges that any line is not great success (S486:No) (S488) In this octavus control, a shield 35 is raised to the position which covers a normal position D2, i.e., the 2nd viewing area, and the 3rd viewing area D3 (** (t11-t12) of drawing 43, drawing 54 (L)). Then, if it judges with octavus control having ended CPU84 (S490:Yes), this result that it riots and is depended on change will be displayed on the 1st viewing area D1 (S492). For example, the halt pattern of the 2nd viewing area D2 re-changed by the 6th

control in the character of "HAZURE" or S480 is displayed on the 1st viewing area D1.

[0116] Here, when change of the 2nd viewing area D2 stops in S482, with reference to the timing diagram of drawing 44 and drawing 45, it explains that processing when a great success pattern is displayed on one line of the lines Z1, Z2, and Y2 flows. CPU84 will perform the 7th control, if one line of the lines Z1, Z2, and Y2 judges with it being great success in S486 (S486:Yes) (S494). In this 7th control, the 1st viewing area D1 or the 3rd viewing area D3 is re-changed. For example, high-speed change is carried out, finally the 1st viewing area D1 or all the 3rd viewing area D3 substitutes a pattern, and it stops (** of drawing 44 and drawing 45 (t11-t12).).

[0117] And if time t12 comes, while judging with the 7th control having ended CPU84 (S484:Yes) and displaying a great success pattern on the 1st viewing area D1, the character of "great success" is displayed using the 2nd viewing area D2 and the 3rd viewing area D3 (t12-t13 of S496, drawing 44, and drawing 45, drawing 54 (J)). Then, if time t13 comes, CPU84 will perform the 8th control, a shield 35 will be returned to a normal position (** of S488, drawing 44, and drawing 45 (t13-t14)), and it will be displayed on the 1st viewing area D1 that a result ends the 8th control (S492). (S490:Yes) For example, a great success pattern is displayed on the 1st viewing area D1 (drawing 54 (K)).

[0118] As mentioned above, when it riots as a change mode and change is chosen Since the 3rd viewing area D3 can also be displayed after displaying the 2nd viewing area D2, Since a shield 35 seems to descend and go when rioting and changing a viewing area in addition to the ability to raise interest when a viewing area expands and goes, ****** of a game can be increased rather than the case where a shield 35 only descends.

[0119] Next, with reference to drawing 29, drawing 30, drawing 46 or drawing 48, drawing 55, and drawing 56, it explains that the treasure reach processing which CPU84 performs flows. Drawing 29 is a flow chart which shows the flow of treasure reach processing, and drawing 30 is a flow chart which shows a continuation of drawing 29. Drawing 46 or drawing 48 is the timing diagram of treasure reach processing. Although it judges whether the 1st control ended CPU84 (S552), since it is not started yet here, it progresses to S554, and the 1st control is performed (S552:No). In this 1st control, as shown in drawing 46, the time (change fixed time) ta in which the 1st viewing area D1 is carrying out high-speed change is set in time t1, and high-speed change of the 1st viewing area D1 is carried out (** of drawing 46 (t1-t2)).

[0120] And the 2nd control will be started if it will judge with CPU84 having ended the 1st control if the change fixed time ta passes and time t2 comes (S552:Yes), and it judges with having not ended the 2nd control (S556:No) (S558). In this 2nd control, while substituting for the pattern in front of 1 pattern of the halt pattern which set specially the pattern displayed on viewing areas A1 and B1 in S124 (drawing 19) of a pattern display control, it substitutes for the pattern in front of 7 patterns of the

halt pattern which carried out [above-mentioned] the set of the pattern displayed on a viewing area C1, and low-speed change of the 1st viewing area D1 is carried out (** of drawing 46 (t2-t3)). Then, the 3rd control will be started if it will judge with CPU84 having ended the 2nd control if time t3 comes (S556:Yes), and it judges with having not ended the 3rd control (S560:No) (S562). In this 3rd control, the 1st vertical change of the viewing areas A1 and B1 is carried out, and low-speed change of the viewing area C1 is carried out (** (t3-t4) of drawing 46, drawing 55 (A)).
[0121] Then, the 4th control will be started if it will judge with CPU84 having ended the 3rd control if time t4 comes (S560:Yes), and it judges with having not ended the 4th control (S564:No) (S566). In this 4th control, a downward arrow is displayed on a viewing area C1 (** of drawing 46, drawing 55 (B)). Then, it judges with CPU84 having not ended the 5th control (S568:No), and the 5th control is performed (S570). In this 5th control, a shield 35 is dropped to the position which covers one step D3, i.e., the 3rd viewing area, (** (t4-t5) of drawing 47, drawing 55 (C)). Then, it judges with CPU84 having not ended the 6th control, if time t5 comes (S572:No), and judges whether a leftward arrow is displayed on a viewing area C2 (S574).
[0122] It determines whether a leftward arrow is displayed on a viewing area C2 here by whether the viewing area specially chosen from treasure reach x mark viewing-area determination random number table 85n (drawing 13 (F)) in S142 of a pattern display control (drawing 19) is a viewing area C2. And when the viewing area chosen from treasure reach x mark viewing-area determination random number table 85n is except viewing-area C2, CPU84 If it judges with displaying a leftward arrow on a viewing area C2 (S574:Yes), the viewing area C2 is indicated by mark change (t5-t6 of drawing 47) and time t6 comes, a change display will be suspended (t6-t7), and a leftward arrow will be displayed (S576, ** (t7) of drawing 47, drawing 55 (C)). Moreover, when it judges with CPU84 not displaying a leftward arrow on a viewing area C2, x mark is displayed on (S574:No) and a viewing area C2 (S622 of drawing 30), and a halt pattern is displayed on a viewing area C1 (S624).
[0123] Then, it judges with CPU84 having not ended the 7th control (S578:No), and judges whether a leftward arrow is displayed on viewing-area B-2 (S580). Then, when the viewing area chosen from treasure reach x mark viewing-area determination random number table 85n is except viewing-area B-2, CPU84 If it judges with displaying a leftward arrow on viewing-area B-2 (S580:Yes), viewing-area B-2 is indicated by mark change (t7-t8 of drawing 47) and time t8 comes, a change display will be suspended (t8-t9), and a leftward arrow will be displayed (S582, ** (t9) of drawing 47, drawing 55 (D)). Moreover, when it judges with CPU84 not displaying a leftward arrow on viewing-area B-2, x mark is displayed on (S580:No) and viewing-area B-2 (S622 of drawing 30, drawing 56 (B)).
[0124] Then, CPU84 judges with octavus control not being started (S584:No), and judges whether a downward arrow is displayed on a viewing area A2 (S586). Th n, when the viewing area chosen from treasure reach x mark viewing-area determination random number table 85n is except viewing-area A2, CPU84 It judges

with displaying a downward arrow on a viewing area A2 (S586:Yes). If the viewing area A2 is indicated by mark change (t9–t10 of drawing 47) and time t10 comes, a change display will be suspended (t10–t11), and a downward arrow will be displayed (S588, ** (t11) of drawing 47, drawing 55 (D)). Moreover, when it judges with CPU84 not displaying a downward arrow on a viewing area A2, x mark is displayed on (S586:No) and a viewing area A2 (S622 of drawing 30).

[0125] Then, it judges with CPU84 having not ended the 9th control (S590:No), and the 9th control is started (S592). In this 9th control, a shield 35 is dropped to the lowest edge and even the 1st viewing area D1 or the 3rd viewing area D3 is displayed (** (t12–t13) of drawing 48, drawing 55 (E)). Then, it judges with CPU84 having not ended the 10th control (S594:No), and judges whether a rightward arrow is displayed on a viewing area A3 (S596). Then, when the viewing area chosen from treasure reach x mark viewing–area determination random number table 85n is except viewing–area A3, CPU84 It judges with displaying a rightward arrow on a viewing area A3 (S596:Yes). If the viewing area A3 is indicated by mark change (t13–t14 of drawing 48) and time t14 comes, a change display will be suspended (t14–t15), and a rightward arrow will be displayed (S598, (10) of drawing 48 and (t15), drawing 55 (E)).

[0126] Moreover, when it judges with CPU84 not displaying a rightward arrow on a viewing area A3, x mark is displayed on (S596:No) and a viewing area A3 (S622). Then, it judges with CPU84 having not ended the 11th control (S600:No), and judges whether a rightward arrow is displayed on a viewing area B3 (S602). Then, when the viewing area chosen from treasure reach x mark viewing–area determination random number table 85n is except viewing–area B3, CPU84 It judges with displaying a rightward arrow on a viewing area B3 (S602:Yes). If the viewing area B3 is indicated by mark change (t15–t16 of drawing 48) and time t16 comes, a change display will be suspended (t16–t17), and a rightward arrow will be displayed (S604, (11) of drawing 48 and (t17), drawing 55 (E)).

[0127] Moreover, when it judges with CPU84 not displaying a rightward arrow on a viewing area B3, x mark is displayed on (S602:No) and a viewing area B3 (S622). Then, it judges with CPU84 having not ended the 12th control (S606:No), and judges whether a treasure mark is displayed on a viewing area C3 (S608). Then, when the viewing area chosen from treasure reach x mark viewing–area determination random number table 85n is except viewing–area C3, CPU84 It judges with displaying the "precious article" mark on a viewing area C3 (S608:Yes). If the "precious article" mark is indicated by change at a low speed (t17–t18 of drawing 48) and time t18 comes to a viewing area C3, a change display will be suspended (t18–t19), and the "precious article" mark will be displayed (S610, (12) of drawing 48 and (t19), drawing 55 (E)).

[0128] Moreover, when it judges with CPU84 not displaying a treasure mark on a viewing area C3, x mark is displayed on (S608:No) and a viewing area C3 (S622). Then, while judging with CPU84 having displayed the treasure mark on the viewing

area C3 (S612:Yes) and displaying a great success pattern on a viewing area D1, the character of "great success" is displayed on viewing areas D2 and D3 (S614, drawing 55 (F)). Moreover, when it judges with CPU84 not showing the treasure mark to a viewing area C3, while displaying a HAZURE pattern on (S612:No) and a viewing area D1, the character of "HAZURE" is displayed on viewing areas D2 and D3 (S616). Then, it judges with CPU84 having not ended the 13th control (S618:No), and the 13th control is started (S620). In this 13th control, a shield 35 is raised to the position which covers a normal position D2, i.e., the 2nd viewing area, and the 3rd viewing area D3 ((13) of drawing 48, (t20-t21), drawing 56 (A)).

[0129] As mentioned above, when treasure reach is chosen as a change mode Expanding a viewing area at a time by one viewing area, display an arrow on viewing areas C1 and C2, B-2, and A2, A3 and B3 in order, and it goes. Since it becomes HAZURE when "x" mark is displayed by the middle, and it is becoming it a great success when the display of an arrow arrives to a viewing area B3 and the "precious article" mark is finally displayed on a viewing area C3, A game person can enjoy a game, being exciting in whether "x" mark will be displayed when or the display of an arrow can arrive to a viewing area B3.

[0130] With reference to the flow chart of drawing 31 which shows it, it explains that [large winning-a-prize mouth processing], next the large winning-a-prize mouth processing which CPU84 performs by S700 of drawing 14 at the time of great success generating flow. If it judges with the great success flag standing as for CPU84 (S702:Yes), it will judge whether the large winning-a-prize mouth 51 (drawing 2) is opening (S704). Since it is the timing which opens the large winning-a-prize mouth 51 for the first time here and the large winning-a-prize mouth 51 is not opened wide yet, Progress to S706 (S704:No) and the detection flag which shows that the game sphere passed through the field 53 specially is reset (S706). The count of the large winning-a-prize mouth released time T5 (for example, about 30 seconds) which is a released time of the large winning-a-prize mouth 51 is started (S708), and a large winning-a-prize mouth opening command is outputted to the solenoid 43 (drawing 10) for large winning-a-prize mouths (S710). Thereby, the solenoid 43 for large winning-a-prize mouths carries out an open operation, and the large winning-a-prize mouth 51 (drawing 2) opens. Then, CPU84 resets the large winning-a-prize mouth winning-a-prize counter which counts the number P of winning a prize to the large winning-a-prize mouth 51 (S712).

[0131] And it judges whether although CPU84 returned to S702, the great success flag already stood, since the large winning-a-prize mouth 51 was under opening, it progressed to S714 from S704 (S704:Yes), and the large winning-a-prize mouth released time T5 passed the deadline of it. Then, it judges whether when judging whether number-of-counts P of a (S714:No) large winning-a-prize mouth winning-a-prize counter became more than "10" when having not passed the deadline of (S716) and having not become about it more than "10", (S716:No) and the game sphere passed through the field 53 (drawing 2) specially, and the accessory

continuation operation switch 55 (drawing 10) turned on CPU84 (S718). Then, CPU84 stands (S718:Yes) and a detection flag, when it judges with the accessory continuation operation switch 55 having turned on (S720), it returns to S702, and repeats S702-S720.

[0132] And when it judges with the large winning-a-prize mouth released time T5 having passed the deadline of CPU84 in S714 (S714:Yes), or when it judges with number-of-counts P of a large winning-a-prize mouth winning-a-prize counter having become in S716 more than "10", a (S716:Yes) large winning-a-prize mouth halt command is outputted to the solenoid 43 for large winning-a-prize mouths (S722). Thereby, the solenoid 43 for large winning-a-prize mouths closed-operates, and the large winning-a-prize mouth 51 closes. That is, even if it was in the large winning-a-prize mouth released time, when ten game spheres win a prize of the large winning-a-prize mouth 51, the large winning-a-prize mouth 51 is closed. Then, it judges whether when it judges with the detection flag standing as for CPU84, (S724:Yes) and the number N of rounds are "16" (S726), and when it is not "16", "1" is added to (S726:No) and the number N of rounds (S728).

[0133] Thus, S702-S728 are repeated and performed until it judges with the detection flag not standing in CPUS724 as for 84 (S724:No) or judges with the number N of rounds being "16" in S726 (S726:Yes). And if it judges with the detection flag not standing in S724 as for CPU84 (S724:No) or judges with the number N of rounds being "16" in S726 (S726:Yes), a great success flag will be reset (S730).

[0134] As mentioned above, when using the pachinko machine 10 of the 1st operation gestalt and the conditions (predetermined conditions of this invention) of having passed the 1st-sort starting mouth 41 are satisfied, viewing-area 34b which is specially displayed with the pattern display 34 (pattern display means of this invention) and which can be checked by looking can be controlled to change to two or more step story. That is, viewing-area 34b which can check pattern 34a by looking specially is controllable to become large gradually. Therefore, since a game person can raise gradually the expectation whose special pattern displayed is how whether it will be a pattern specially and can go as viewing-area 34b which can be checked by looking becomes large, Since the simplification of the production for encouraging a game person's expectations for a halt pattern is cancelable, the state where a game person's interest increased is maintainable for a long time until an end result is displayed at least. Moreover, if the shield 35 which goes up and down mechanically is used, a cover field can be made easily and the size can also be controlled easily. In addition, a shield 35 can also be formed by the material which has the translucency of the grade which cannot check clearly the content of a display of liquid crystal display board 34c by looking, or is hard to check by looking.

[0135] The pachinko machine concerning the [2nd operation gestalt], next the 2nd operation gestalt of this invention is explained with reference to drawing 32 and drawing 57. The pachinko machine of a **** 2 operation gestalt is characterized by

the ability to display various messages on viewing-area 34b. Drawing 32 is a flow chart which shows the message indicator control flow which CPU84 performs. Drawing 57 (A) is explanatory drawing showing the state where a part of message was displayed on the 1st viewing area D1, and drawing 57 (B) is explanatory drawing showing the state where the message was displayed on the 1st viewing area D1 and the 2nd viewing area D2. In addition, except for the message indicator control which CPU84 performs, since it is the same as that of the above-mentioned 1st operation gestalt, explanation of the same portion is omitted.

[0136] This message indicator control is performed as 1 processing of output processing (S16) of a main routine shown in drawing 14. The lower pan 22 (drawing 1) fills with awarded balls, and CPU84 displays the 1st message 100 of the content of "being **** about a sphere" on the 1st viewing area D1, as it indicates that what the full pilot switch 82 (drawing 10) turned on detects to drawing 57 (A) (S312). (S310:Yes) Then, CPU84 drops the cover field 35 by one step, as shown in drawing 57 (B) (S314), and it displays the 2nd message 102 of the content "give **" on the 2nd viewing area D2 (S316). That is, the message "extract a sphere" is displayed on the 1st viewing area D1 and the 2nd viewing area D2. And CPU84 will be raised to the position which covers a normal position D2, i.e., the 2nd viewing area, and the 3rd viewing area D3 for a shield 35, if a great success flag is reset (S318:Yes) (S320).

[0137] In addition, the above-mentioned message indicator control can be performed or more in any one of the timing of ** of a degree - **. ** When change of a pattern stops. ** Before carrying out the change start of the pattern. ** When 1st-sort starting mouth switch 41a does not turn on. Moreover, a pattern and a message can also be displayed by turns during change. As mentioned above, since the message "extract a sphere" can be displayed on a game person when the paid-out awarded balls fill if the pachinko machine of the 2nd operation gestalt is used, it can tell a game person quickly that awarded balls are full. And since a message is displayed on viewing-area 34b at which a game person gazes most, it can tell a game person certainly. Moreover, since a message can be displayed on viewing-area 34b and it is not necessary to prepare the display of the exclusive use for displaying a message separately, the manufacturing cost of the pachinko machine 10 can be reduced. In addition, of course, various messages other than the above-mentioned message can be displayed. Moreover, a shield 35 can be dropped to the lowest edge and a message can also be displayed to the 3rd viewing area D3. Furthermore, it can also be displayed that the character which constitutes a message increases one character at a time.

[0138] The pachinko machine concerning the [3rd operation gestalt], next the 3rd operation gestalt of this invention is explained with reference to drawing 33 and drawing 58. The pachinko machine of a **** 3 operation gestalt is characterized by the ability to display the content of the profits given to game persons, such as reliability and the degree of profits, at viewing-area 34b. Drawing 33 is a flow chart which shows the flow of the content display control of profits which CPU84

performs. Drawing 58 is explanatory drawing showing the state where the content of profits was displayed on the 1st viewing area D1 and the 2nd viewing area D2. In addition, except for the content display control of profits which CPU84 performs, since it is the same as that of the above-mentioned 1st operation gestalt, explanation of the same portion is omitted. the [moreover, / the various change modes which stated this content display control of profits with the 1st operation gestalt, or] -- it performs combining the message indicator control stated with 2 operation gestalten

[0139] First, "7" is displayed on a viewing area A2 and viewing-area B-2, and reliability means the probability that "7" will next stop to a viewing area C2, if the case where "7" is displayed on a viewing area A2, B-2, and C2, respectively is great success. Moreover, the degree of profits means the probability that the great success which most many awarded balls pay out will occur, when a difference is in the number of awarded balls paid out by the degree of the profits which a game person can gain, for example, the kind of great success. After result display processing (for example, S296 of drawing 24, S400 of drawing 26, S492 of drawing 28, S620 of drawing 30) is completed in the various change modes in great success (S330:Yes), CPU84 displays "this [R / P]" on the 1st viewing area D1, as shown in drawing 58 (S332).

[0140] Here, "R" means the number N of rounds counted in S728 (drawing 31) of large winning-a-prize mouth processing, "this" means great success and "P" means the winning-a-prize number of counts of the large winning-a-prize mouth 51. Then, CPU84 drops a shield 35 to the position which covers only the 3rd viewing area D3, displays the number N of rounds on a viewing area A2 (S334), displays a great success pattern on viewing-area B-2 (S336), and displays the winning-a-prize number of counts on a viewing area C2 (S338). this example -- a great success pattern "7" is displayed on viewing-area B-2, the winning-a-prize number of counts "3" is shown for the number of rounds "1" to the viewing area A2 by the viewing area C2, respectively (drawing 58), and, as for the number R of rounds, and winning-a-prize number-of-counts P, the number of rounds and the winning-a-prize number of counts change with change And CPU84 will be raised to the position which covers a normal position D2, i.e., the 2nd viewing area, and the 3rd viewing area D3 for a shield 35, if a great success flag is reset (S340:Yes) (S342).

[0141] As mentioned above, if the pachinko machine concerning the 3rd operation gestalt is used, after notifying a game person of generating of great success, the content of profits can be immediately told to a game person. And since the content of profits is displayed on viewing-area 34b at which a game person gazes most, it can tell a game person certainly. Moreover, since the content of profits can be displayed on viewing-area 34b and it is not necessary to prepare separately the display of the exclusive use for displaying the content of profits, the manufacturing cost of the pachinko machine 10 can be reduced. In addition, a shield 35 is dropped to the lowest edge, even the 3rd viewing area D3 is used, in a bigger character, the

content of profits can be displayed or other contents of profits can also be displayed. Moreover, a shield 35 can be formed with a liquid crystal display board, and a message, the content of profits or an animation, etc. can also be displayed on the shield 35.

[0142] The pachinko machine concerning the [4th operation gestalt], next the 4th operation gestalt of this invention is explained with reference to drawing 59. The pachinko machine of a **** 4 operation gestalt covers electrically the viewing area which can be checked by looking, and is characterized by the ability to change the cover field to two or more step story. Cover fields decrease in number from the state where of the 2nd viewing area D2 and the 3rd viewing area D3 are explanatory drawings showing the state where of it is covered electrically, and drawing 59 (A) shows drawing 59 (B) to drawing 59 (A), and only the 3rd viewing area D3 is explanatory drawing showing the state where of it is covered electrically, and is explanatory drawing showing the state where of drawing 59 (C) of a cover field was lost from the state shown in drawing 59 (B).

[0143] Control of the cover field 200 can use the same control as the control for performing the various change modes stated with the above-mentioned 1st operation gestalt. In this case, the processing which descends or raises a shield 35 serves as a content which it changes [content] to a shield 35, and descends or raises the cover field 200. The cover fields 200 are colors other than colors specially used for the display of pattern 34a or its background, such as a single color, for example, black, gray, and white, and form the foreground color of the liquid crystal which constitutes the field which should be covered by controlling in a color (a cover color being called hereafter) clearly distinguishable from viewing-area 34b (drawing 4 (B)) which can check a pattern by looking.

[0144] If the field formed by arranging liquid crystal in one train per 1 pixel at a longitudinal direction is made into one line, the cover field 35 will be controlled to fluctuate in the vertical direction per at least one line. In the example shown in drawing 59 (A), the cover field 200 is in the state where the 2nd viewing area D2 and the 3rd viewing area D3 were covered, and it changes to the state where only the 3rd viewing area D3 was covered next (drawing 59 (B)), and changes to the state where nothing is covered next (drawing 59 (C)). in this case, as mentioned above, it is controllable to change from the state which shows the cover field 200 in drawing 59 (A) per one line to the state which shows in drawing 59 (C) by the same time interval or different time interval every line -- continuously at a cover color Moreover, when performing the control, a predetermined-time halt of the cover color specification can be carried out for every line, every two or more lines, and every viewing area, and an accent can also be attached to display timing.

[0145] Furthermore, an one-line unit, two or more line unit, or a viewing-area unit can also change all the liquid crystal that constitutes the field which should be covered to a cover color to the same timing. It determines how it controls by the content or mode specially displayed on the pattern display 34. For example, when

displaying a pattern on a total of nine viewing areas shown in drawing 4 (B) specially, respectively as shown in drawing 59 (C), and indicating the pattern by change for every viewing area of the 1st viewing area D1 - the 3rd viewing area D3, control which moves to the timing which the change display stops in the cover field 200 is performed.

[0146] Moreover, it is also controllable to announce reliability and the degree of profits beforehand. For example, when great success occurs, it warns by modes, such as change of the color of liquid crystal, change of brightness, a pattern for a preliminary announcement, an animation for a preliminary announcement, a pattern, and blink of a background. Moreover, also suppose that great success reliability rises when the color of a pattern changes to red from yellow, or the probability stopped in the highest pattern rises if it is the degree of profits. The control in this case corresponds to the control means of this invention according to claim 9. In addition, with a **** 4 operation gestalt, specially, although the pattern display 34 displays a pattern specially with a liquid crystal display (LCD), Light Emitting Diode, a dot formula display, a CRT display, a plasma display, etc. can also be used for it.

[0147] As mentioned above, if the pachinko machine concerning the 4th operation form is used, viewing-area 34b which is specially displayed with the pattern display 34 (pattern display means of this invention) like the pachinko machine concerning the 1st operation form and which can be checked by looking is controllable to change to two or more step story. That is, viewing-area 34b which can check pattern 34a by looking specially is controllable to become large gradually. Therefore, since a game person can raise gradually the expectation whose special pattern displayed is how whether it will be a pattern specially and can go as viewing-area 34b which can be checked by looking becomes large, Since the simplification of the production for encouraging a game person's expectations for a halt pattern is cancelable, the state where a game person's interest increased is maintainable for a long time until an end result is displayed at least. Moreover, since the cover field 200 is made by the liquid crystal display, by controlling a liquid crystal display, it can make the cover field 200 easily and can also control the size easily. In addition, the liquid crystal display of the contents mentioned above in the pachinko machine concerning a **** 4 operation form, such as reliability and the degree of profits, can also be carried out.

[0148] By the way, the pattern display 34 corresponds to the pattern display means of this invention specially, a great success pattern is equivalent to a predetermined pattern, and ROM85 corresponds to a storage according to claim 12. And S146 of drawing 19 which CPU84 performs functions as control means concerning this invention. Moreover, the 4th operation gestalt corresponds to invention according to claim 3, the 1st cannot be found and the 3rd operation gestalt corresponds to invention according to claim 4. Furthermore, S170 of drawing 20 functions as control means of a claim 5, and S172 of drawing 20 functions as control means of a claim 6. Moreover, S162 and S166 of drawing 20 function as control means of a claim 7,

S310-S320 of drawing 32 function as a message indicator means of a claim 10, and S330-S344 of drawing 33 function as a content display means of profits of a claim 11. Furthermore, S162, S166, S170, and S172 of drawing 20 function as control means according to claim 8, and the various change modes of the pattern performed in each step correspond to production according to claim 8.

[Translation done.]

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1.This document has been translated by computer. So the translation may not reflect the original precisely.
2.**** shows the word which can not be translated.
3.In the drawings, any words are not translated.

DESCRIPTION OF DRAWINGS

[Brief Description of the Drawings]
[Drawing 1] It is explanatory drawing which looked at the pachinko machine of this invention operation gestalt from the transverse plane.
[Drawing 2] It is explanatory drawing showing the main composition of the game board 13 with which the pachinko machine 10 shown in drawing 1 was equipped.
[Drawing 3] It is expansion explanatory drawing which looked at the pin center,large case 30 with which the game board 13 shown in drawing 2 was equipped from the transverse plane.
[Drawing 4] Drawing 4 (A) is explanatory drawing showing the composition of the viewing area of the longitudinal direction of the pattern display 34 specially, and drawing 4 (B) is explanatory drawing subdividing and showing further the viewing area shown in drawing 4 (A) in lengthwise.
[Drawing 5] Drawing 5 is explanatory drawing taking out and showing the mechanism for covering it with liquid crystal display substrate 34c which constitutes the pattern display 34 specially, and is explanatory drawing showing the state where the 2nd viewing area D2 and the 3rd viewing area D3 are covered.
[Drawing 6] Drawing 6 is explanatory drawing taking out and showing the mechanism for covering it with liquid crystal display substrate 34c which constitutes the pattern display 34 specially, and is explanatory drawing showing the state where the 3rd viewing area D3 is covered.
[Drawing 7] It is left lateral explanatory drawing of drawing 5 .

[Drawing 8] It is left lateral explanatory drawing of drawing 6 .
[Drawing 9] Drawing 9 (A) is explanatory drawing showing the state where only the 1st viewing area D1 shown in drawing 4 was displayed, drawing 9 (B) is explanatory drawing showing the state where only the 1st viewing area D1 and the 2nd viewing area D2 which are shown in drawing 4 were displayed, and drawing 9 (C) is explanatory drawing showing the state where the 1st viewing area D1, the 2nd viewing area D2, and the 3rd viewing area D3 which are shown in drawing 4 were displayed.
[Drawing 10] It is explanatory drawing showing the electric composition of the pachinko machine 10 with a block.
[Drawing 11] Drawing 11 is explanatory drawing showing the content of storage of ROM85, and drawing 11 (A) is explanatory drawing usually showing the composition of pattern random number table 85a. Drawing 11 (B) is explanatory drawing usually showing the composition of pattern table 85b. Drawing 11 (C) is explanatory drawing showing the composition of great success special random number table 85c. Drawing 11 (D) is explanatory drawing showing pattern random number table 85d composition specially, drawing 11 (E) is explanatory drawing showing the composition of HAZURE special pattern random number table 85e, and drawing 11 (F) is explanatory drawing showing change random number table 85f composition.
[Drawing 12] Drawing 12 is explanatory drawing showing the change mode determination table 85g composition memorized by ROM85.
[Drawing 13] Drawing 13 is explanatory drawing showing the content of storage of ROM85, and drawing 13 (A) is explanatory drawing showing 1st random number table of stop line determination 85h composition. Drawing 13 (B) is explanatory drawing showing the composition of 2nd random number table of stop line determination 85i. Drawing 13 (C) is explanatory drawing in which rioting and showing the composition of change central line determination random number table 85j. Drawing 13 (D) is explanatory drawing in which rioting and showing the composition of change vertical line determination random number table 85k. Drawing 13 (E) is explanatory drawing in which rioting and showing change great success line determination random number table 85m composition, and drawing 13 (F) is explanatory drawing showing treasure reach x mark viewing-area determination random number table 85n composition.
[Drawing 14] It is the main flow chart which shows the main contents of processing performed by CPU84.
[Drawing 15] CPU84 is the flow chart which is performed in S20 of drawing 14 and which usually shows the flow of pattern operation processing.
[Drawing 16] CPU84 is the flow chart which is performed in S40 of drawing 14 and which usually shows the flow of pattern change processing.
[Drawing 17] CPU84 is the flow chart which is performed in S70 of drawing 14 and which usually shows the flow of electric accessory processing.
[Drawing 18] CPU84 is the flow chart which shows the flow of the special pattern starting mouth processing performed in S90 of drawing 14 .

[Drawing 19] CPU84 is the flow chart which shows the flow of the special pattern display control performed in S110 of drawing 14 .
[Drawing 20] CPU84 is the flow chart which shows the viewing-area change control flow performed in S146 of drawing 19 .
[Drawing 21] Usually, it is the flow chart which shows the flow of halt processing.
[Drawing 22] Usually, it is the flow chart which shows the flow of reach processing.
[Drawing 23] It is the flow chart which shows the flow of the 1st reach processing of viewing-area expansion.
[Drawing 24] It is the flow chart which shows a continuation of drawing 23 .
[Drawing 25] It is the flow chart which shows the flow of the 2nd reach processing of viewing-area expansion.
[Drawing 26] It is the flow chart which shows a continuation of drawing 25 .
[Drawing 27] It is the flow chart which riots and shows the flow of change processing.
[Drawing 28] It is the flow chart which shows a continuation of drawing 27 .
[Drawing 29] It is the flow chart which shows the flow of treasure reach processing.
[Drawing 30] It is the flow chart which shows a continuation of drawing 29 .
[Drawing 31] CPU84 is the flow chart which shows the flow of the large winning-a-prize mouth processing performed by S700 of drawing 14 .
[Drawing 32] It is the flow chart which shows the message indicator control flow which CPU84 performs.
[Drawing 33] It is the flow chart which shows the flow of the content display control of profits which CPU84 performs.
[Drawing 34] Usually, it is the timing diagram of halt processing.
[Drawing 35] Usually, it is the timing diagram of reach processing.
[Drawing 36] It is the timing diagram of the 1st reach processing of viewing-area expansion.
[Drawing 37] It is the timing diagram of the 1st reach processing of viewing-area expansion.
[Drawing 38] It is the timing diagram of the 2nd reach processing of viewing-area expansion.
[Drawing 39] It is the timing diagram of the 2nd reach processing of viewing-area expansion.
[Drawing 40] It is the timing diagram of the 2nd reach processing of viewing-area expansion.
[Drawing 41] It is the timing diagram of the 2nd reach processing of viewing-area expansion.
[Drawing 42] It riots and is the timing diagram of change processing.
[Drawing 43] It riots and is the timing diagram of change processing.
[Drawing 44] It riots and is the timing diagram of change processing.
[Drawing 45] It riots and is the timing diagram of change processing.
[Drawing 46] It is the timing diagram of treasure reach processing.

[Drawing 47] It is the timing diagram of treasure reach processing.
[Drawing 48] It is the timing diagram of treasure reach processing.
[Drawing 49] Drawing 49 is explanatory drawing usually showing an example of the mode of a halt, drawing 49 (A) is explanatory drawing showing the state where the pattern is changed specially, and drawing 49 (B) is explanatory drawing showing the state where the pattern has stopped specially.
[Drawing 50] Drawing 50 (A) is explanatory drawing showing the state where the pattern is changed specially, drawing 50 is explanatory drawing usually showing an example of the mode of reach, and drawing 50 (C) is [drawing 50 (B) is explanatory drawing showing a reach state, and] explanatory drawing showing the state where the pattern has stopped specially.
[Drawing 51] Drawing 51 (B) is explanatory drawing showing the upset condition of the 1st viewing area D1 and the 2nd viewing area D2, drawing 51 is explanatory drawing showing an example of the 1st reach of viewing-area expansion, and drawing 51 (D) is [drawing 51 (A) is explanatory drawing showing the upset condition of the 1st viewing area D1, and / drawing 51 (C) is explanatory drawing showing the idle state of the 1st viewing area D1 and the 2nd viewing area D2, and] explanatory drawing showing the display state of a great success pattern.
[Drawing 52] Drawing 52 (B) is explanatory drawing showing the upset condition of the 1st viewing area D1 and the 2nd viewing area D2, drawing 52 is explanatory drawing showing an example of the 2nd reach of viewing-area expansion, and drawing 52 (D) is [drawing 52 (A) is explanatory drawing showing the upset condition of the 1st viewing area D1, and / drawing 52 (C) is explanatory drawing showing the idle state of the 1st viewing area D1 or the 3rd viewing area D3, and] explanatory drawing showing the display state of a great success pattern.
[Drawing 53] Drawing 53 is explanatory drawing in which rioting and showing an example of change, and drawing 53 (A) is explanatory drawing showing the upset condition of the 1st viewing area D1. Drawing 53 (B) is explanatory drawing showing the idle state of the 1st viewing area D1, and drawing 53 (C) is explanatory drawing showing the state where a shield 35 descends and goes, rioting and changing the 1st viewing area D1 and the 2nd viewing area D2. Drawing 53 (D) is explanatory drawing showing the state where the 1st viewing area D1 and the 2nd viewing area D2 are rioted and changed. Drawing 53 (E) is explanatory drawing showing the idle state of the 1st viewing area D1, and drawing 53 (F) is explanatory drawing showing the state where a shield 35 descends and goes, rioting and changing the 1st viewing area D1 or the 3rd viewing area D3.
[Drawing 54] Drawing 54 is explanatory drawing showing a continuation of drawing 53 , and drawing 54 (G) is explanatory drawing showing the idle state of the 1st viewing area D1 or the 3rd viewing area D3. Drawing 54 (H) is explanatory drawing showing the state where the 2nd viewing area D2 is re-changed. Drawing 54 (I) is explanatory drawing showing the idle state of the 2nd viewing area D2, and drawing 54 (J) is explanatory drawing showing the state where the character of "great

success" was displayed on the 2nd viewing area D2 and the 3rd viewing area D3 while the great success pattern was displayed on the 1st viewing area D1. While a great success pattern is displayed on the 1st viewing area D1, drawing 54 (K) While the 2nd viewing area D2 and the 3rd viewing area D3 are explanatory drawings showing the state where it was covered by the shield 35 and, as for drawing 54 (L), a HAZURE pattern is displayed on the 1st viewing area D1 The 2nd viewing area D2 and the 3rd viewing area D3 are explanatory drawings showing the state where it was covered by the shield 35.

[Drawing 55] Drawing 55 is explanatory drawing showing an example of treasure reach, and drawing 55 (A) is explanatory drawing showing the state where the viewing area C1 is changed while a halt pattern is displayed on viewing areas A1 and B1. Drawing 55 (B) is explanatory drawing showing the state where the downward arrow was displayed on the viewing area C1. Drawing 55 (C) is explanatory drawing showing the state where a leftward arrow is displayed on a viewing area C2, and viewing-area B-2 is changed. Drawing 55 (D) is explanatory drawing showing the state where the leftward arrow was displayed on viewing-area B-2, and the downward arrow was displayed on the viewing area A2. A rightward arrow is displayed on a viewing area A3, and, as for drawing 55 (E), a rightward arrow is displayed on a viewing area B3. It is explanatory drawing showing the state where the "treasure" character was displayed on the viewing area C3, and drawing 55 (F) is explanatory drawing showing the state where the character of "great success" was displayed on the 2nd viewing area D2 and the 3rd viewing area D3 while a great success pattern is displayed on the 1st viewing area D1.

[Drawing 56] Drawing 56 (A) is explanatory drawing showing the state where the great success pattern was displayed on the 1st viewing area D1 while the 2nd viewing area D2 and the 3rd viewing area D3 are covered by the shield 35, drawing 56 is explanatory drawing showing a continuation of drawing 55 , and drawing 56 (B) is explanatory drawing showing the state where x mark was displayed on viewing-area B-2.

[Drawing 57] Drawing 57 (A) is explanatory drawing showing the state where a part of message was displayed on the 1st viewing area D1, and drawing 57 (B) is explanatory drawing showing the state where the message was displayed on the 1st viewing area D1 and the 2nd viewing area D2.

[Drawing 58] It is explanatory drawing showing the state where the content of profits was displayed on the 1st viewing area D1 and the 2nd viewing area D2.

[Drawing 59] Cover fields decrease in number from the state where of the 2nd viewing area D2 and the 3rd viewing area D3 are explanatory drawings showing the state where of it is covered electrically, and drawing 59 (A) shows drawing 59 (B) to drawing 59 (A), and only the 3rd viewing area D3 is explanatory drawing showing the state where of it is covered electrically, and is explanatory drawing showing the state where of drawing 59 (C) of a cover field was lost from the state shown in drawing 59 (B).

[Description of Notations]
10 Pachinko Machine
34 It is Pattern Display (Pattern Display Means) Specially.
34b Viewing area
34c Liquid crystal display substrate
35 Shield
84 CPU
85 ROM (Storage)
92 Pulley
93 Motor
D1 The 1st viewing area
D2 The 2nd viewing area
D3 The 3rd viewing area

[Translation done.]

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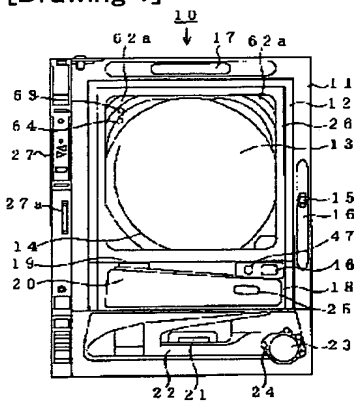
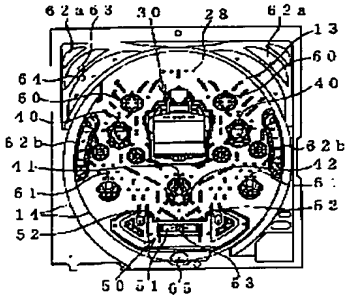
3.In the drawings, any words are not translated.

DRAWINGS

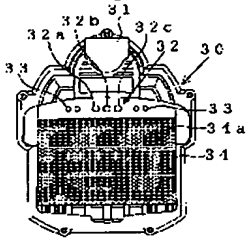
[Drawing 1]



[Drawing 2]



[Drawing 3]



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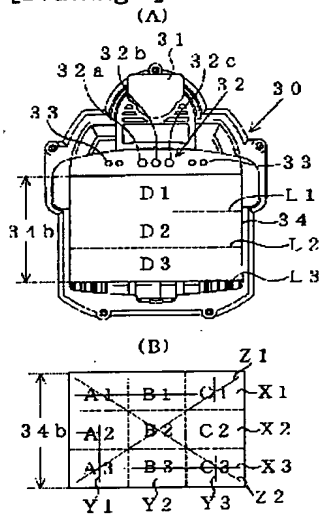
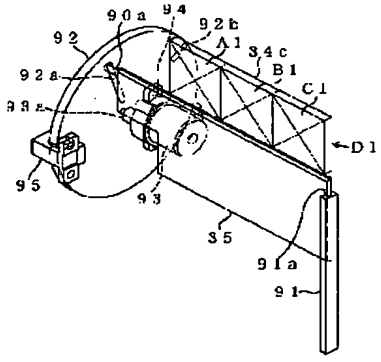
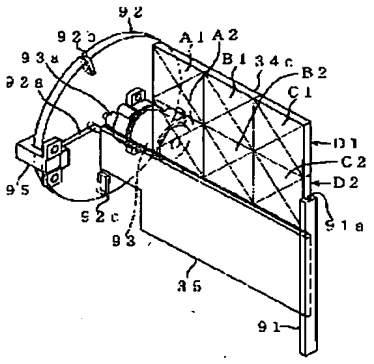


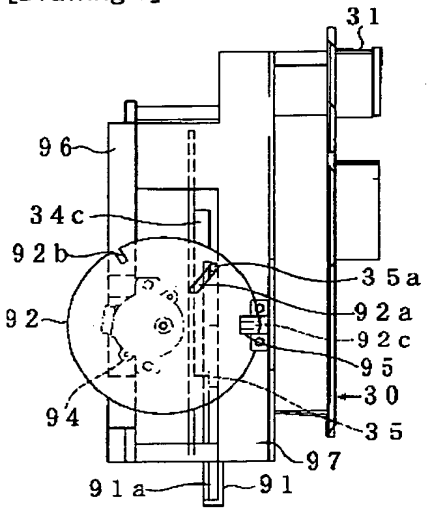
[Drawing 5]



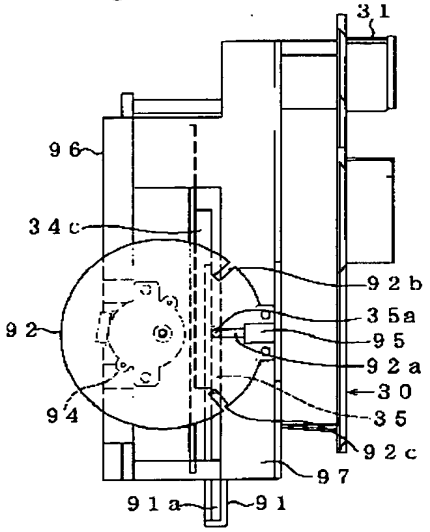
[Drawing 6]



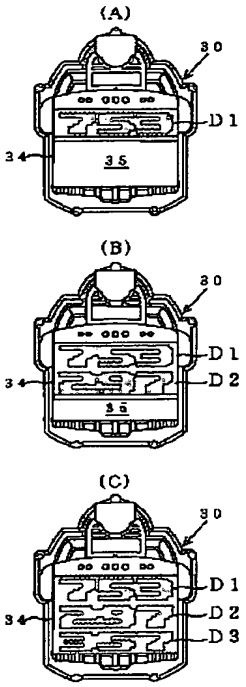
[Drawing 7]



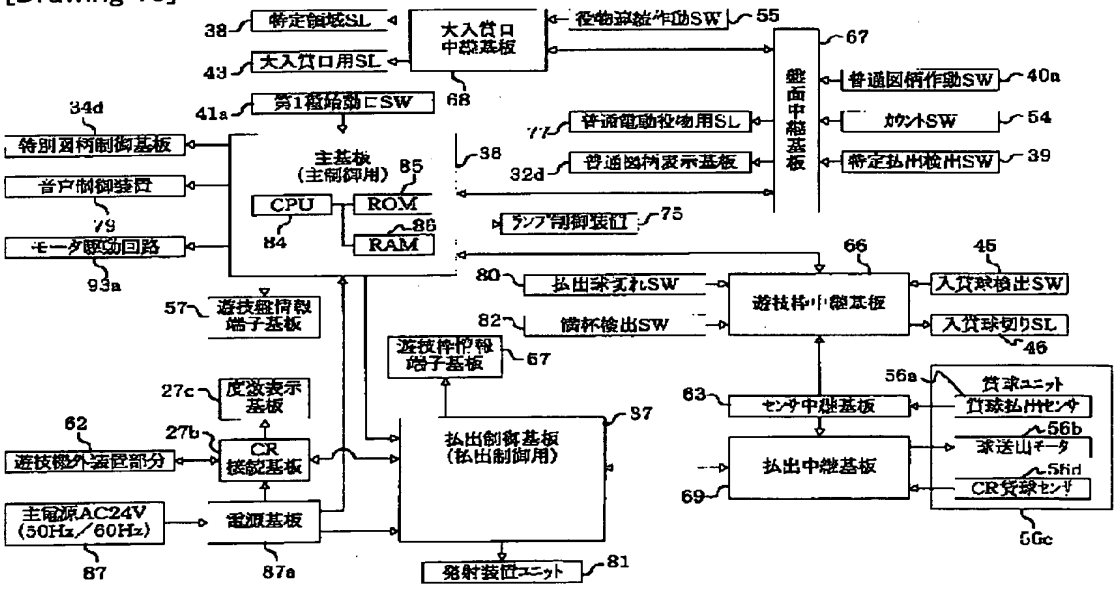
[Drawing 8]



[Drawing 9]

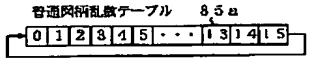


[Drawing 10]



[Drawing 11]

(A) 普通図柄乱数テーブル 85a

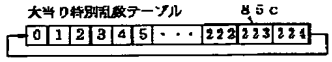


(B) 当り普通図柄テーブル

0	1	2
○−−	○−○	−−○

85b

(C) 大当り特別乱数テーブル 85c



(D) 大当り特別図柄乱数テーブル

乱数	0	・・・	9
図柄	000	・・・	999

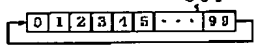
85d

(E) ハズレ特別図柄乱数テーブル

乱数	0	・・・	9
図柄A1	0	・・・	9
図柄B1	0	・・・	9
図柄C1	0	・・・	9

85e

(F) 変動乱数テーブル 85f



[Drawing 12]

変動遊様決定テーブル 85g

	大当り	A−B, C=B+1	A=B, C−B−1	A=B, C=B±1以外	A≠B≠C	左記以外
(1)通常停止					0〜91	0〜99
(2)通常リーチ	0〜 9	0〜 9	0〜 9	0〜59		
(3)表示領域拡大第1リーチ	10〜29	10〜49	10〜49	60〜69		
(4)表示領域拡大第2リーチ	30〜49	50〜89	50〜89	70〜79		
(5)揺れ変動	50〜69				95〜99	
(6)お宝リーチ	60〜99	90〜99	90〜99	80〜99		

[Drawing 13]

(A) 一旦停止ライン決定第1乱数テーブル

乱数	0	1
ライン	X1	X2

85h

(B) 一旦停止ライン決定第2乱数テーブル

乱数	0	1	2
ライン	X1	X2	X3

85i

(C) 揺れ変動中央ライン図柄決定乱数テーブル

乱数	0	・・・	9
図柄	0	・・・	9

85j

(D) 揺れ変動上下ライン図柄決定乱数テーブル

乱数	0	・・・	9
図柄	0	・・・	9

85k

(E) 揺れ変動大当りライン決定乱数テーブル

乱数	0	1	2
ライン	Z1	Y2	Z2

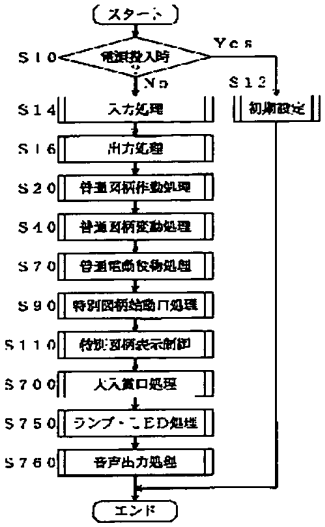
85m

(F) お宝リーチ×目表示領域決定乱数テーブル

乱数	0	1	2	3	4	5
表示領域	A2	B2	C2	A3	B3	C3

85n

[Drawing 14]



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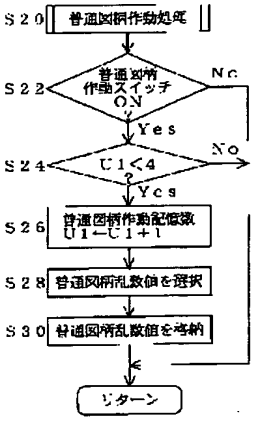

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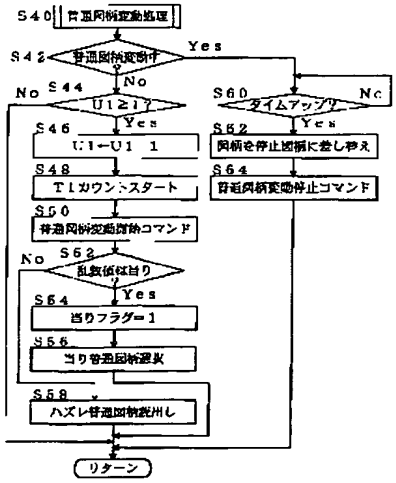

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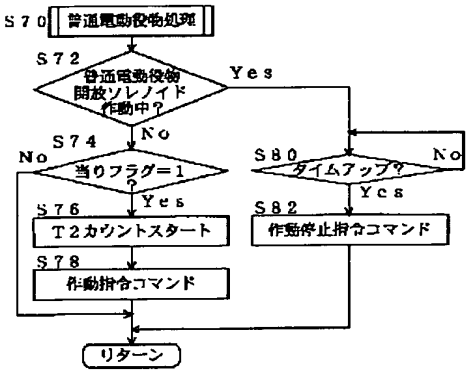

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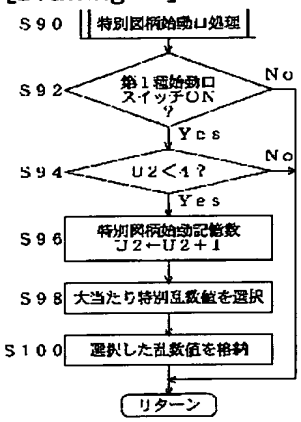

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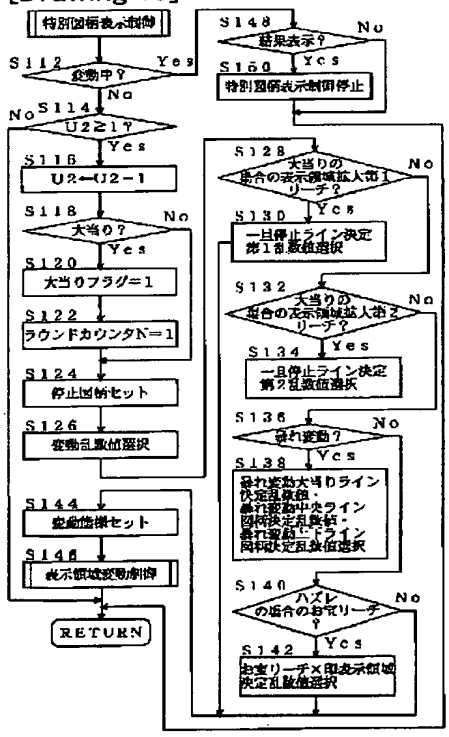

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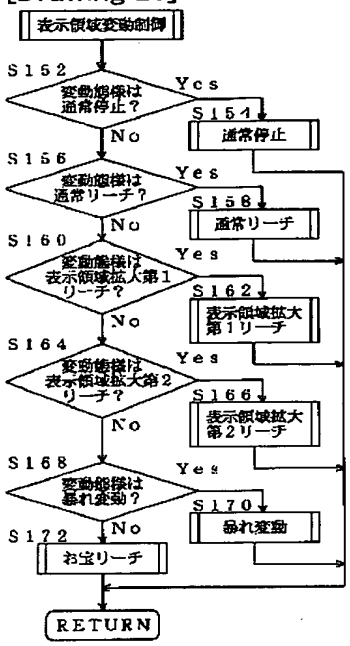

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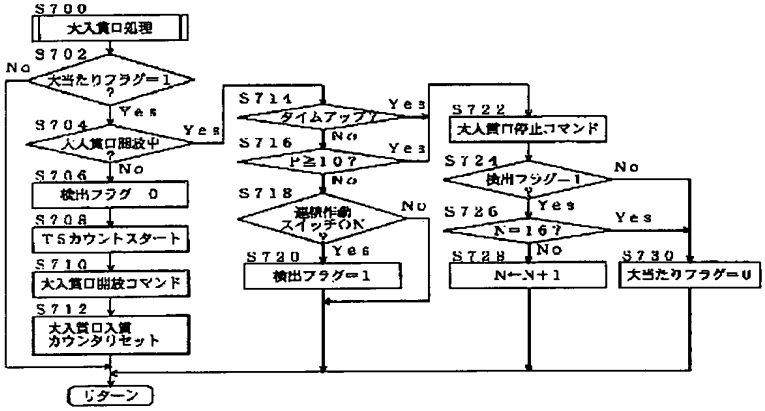

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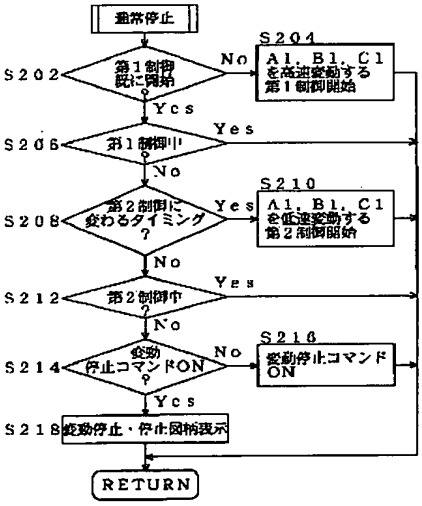

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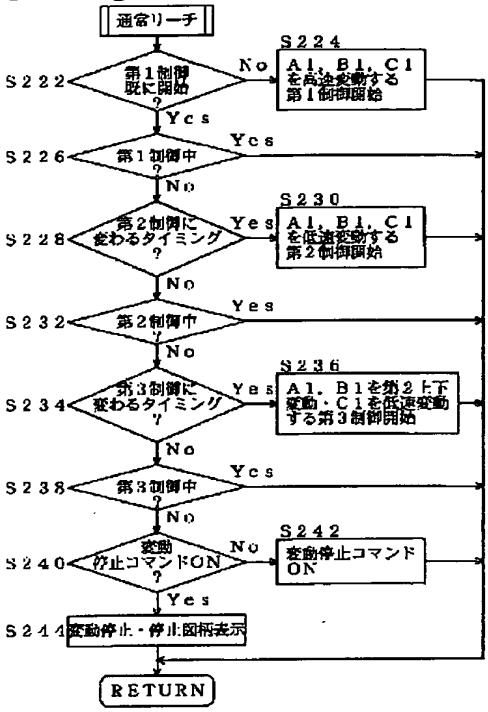

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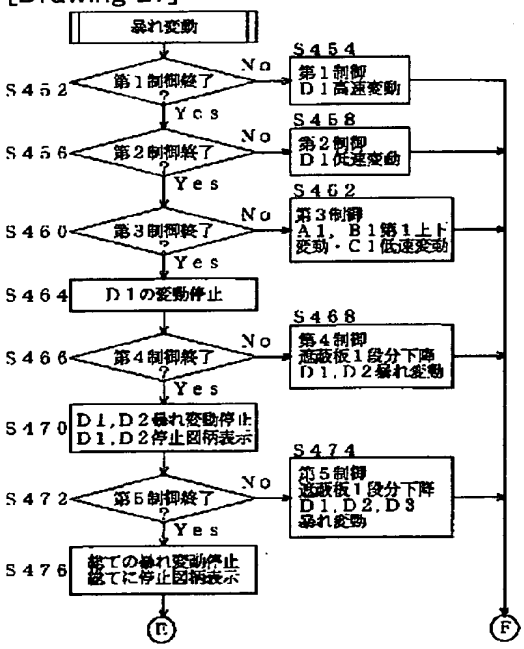

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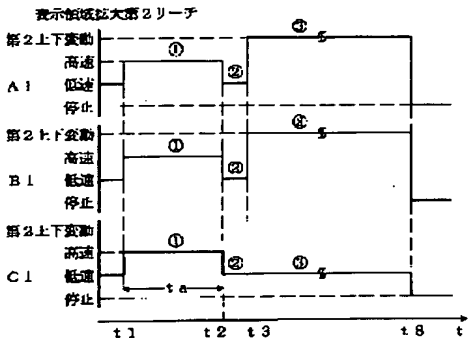

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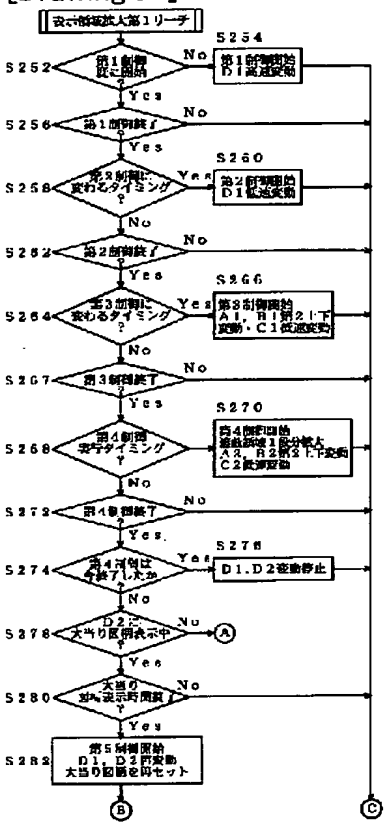

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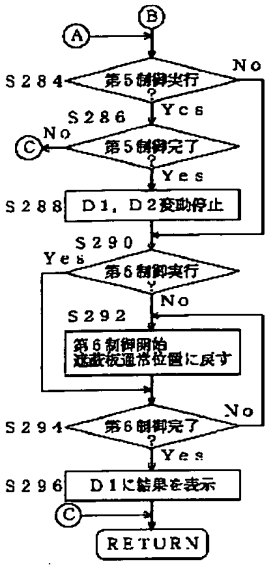

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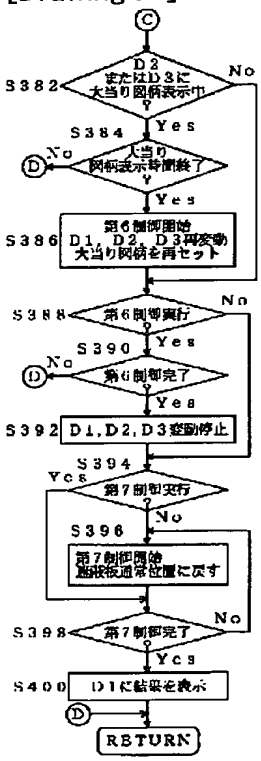

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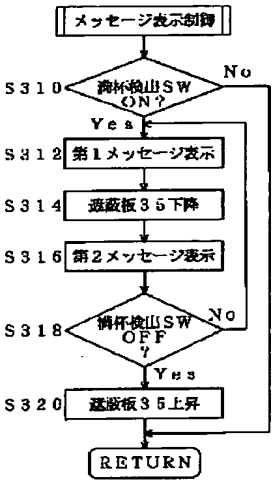

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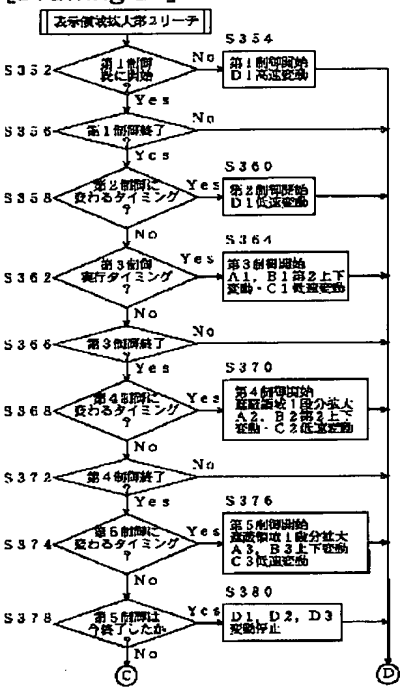

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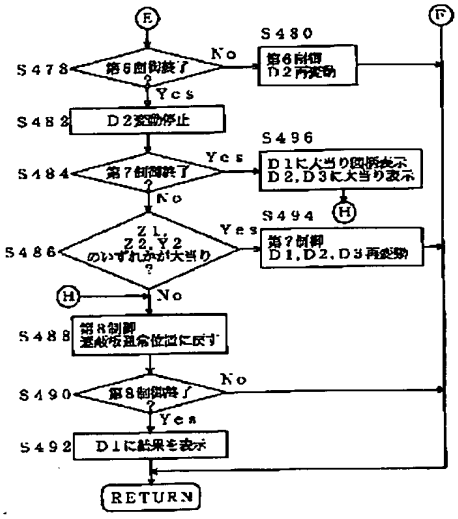

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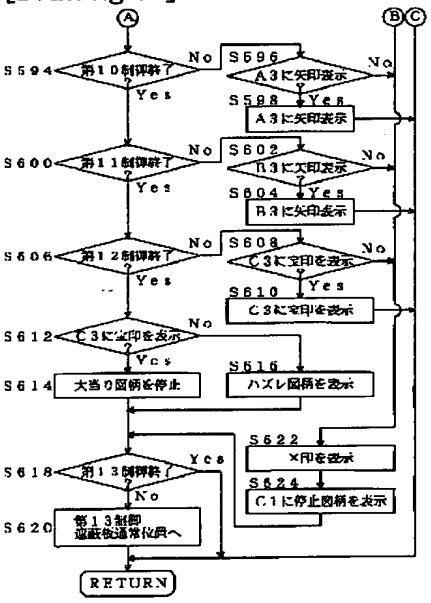

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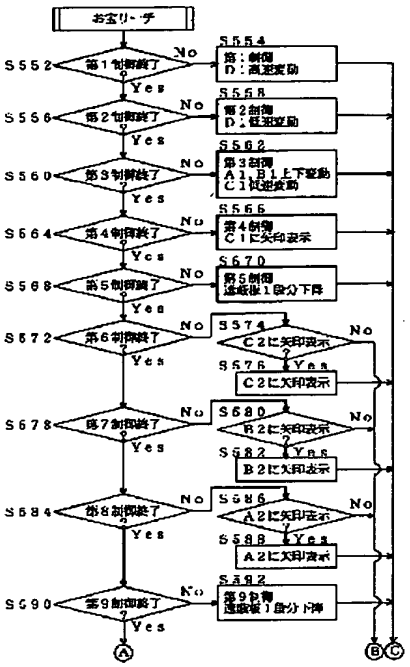

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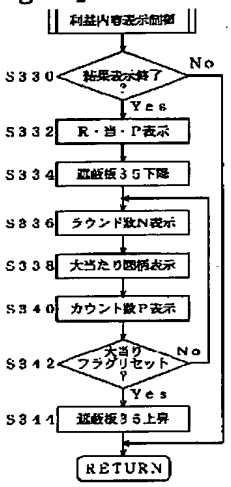

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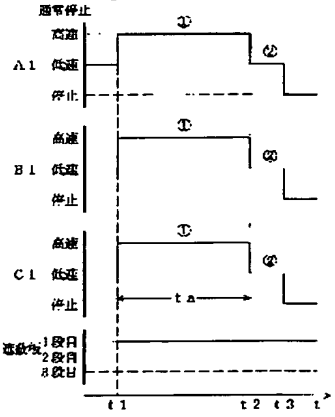

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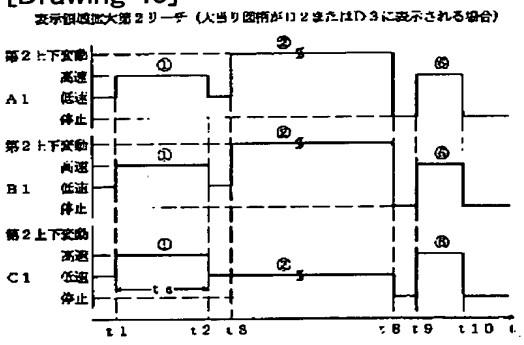

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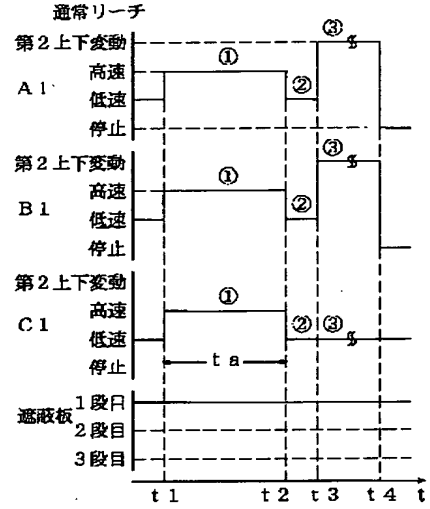

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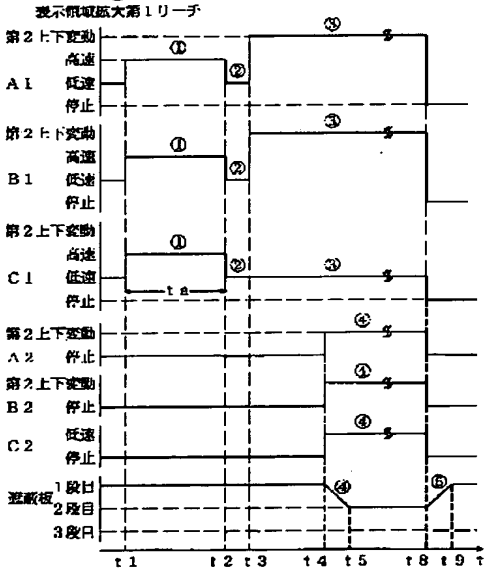

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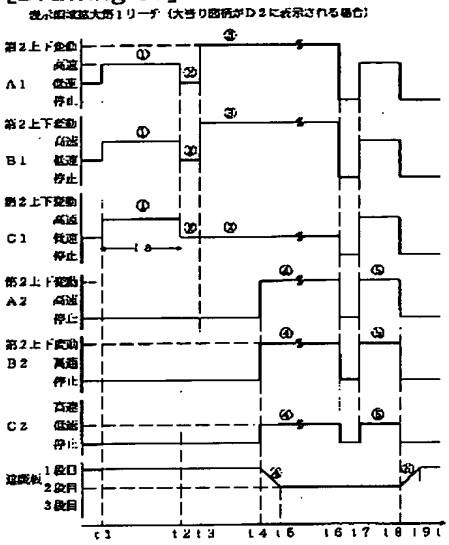

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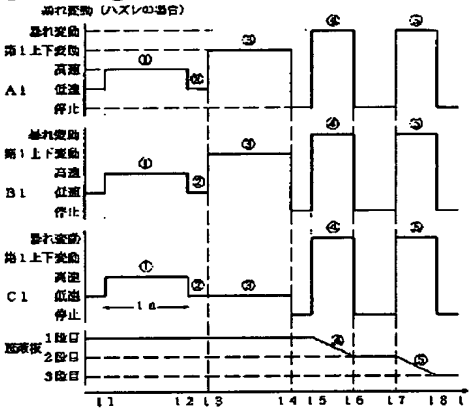

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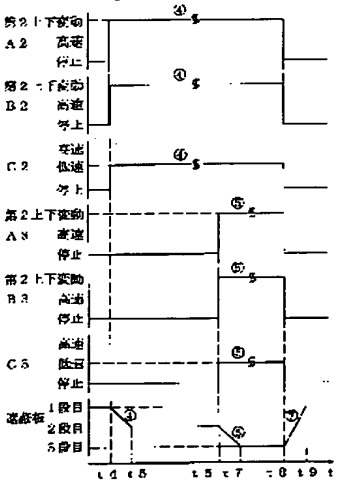

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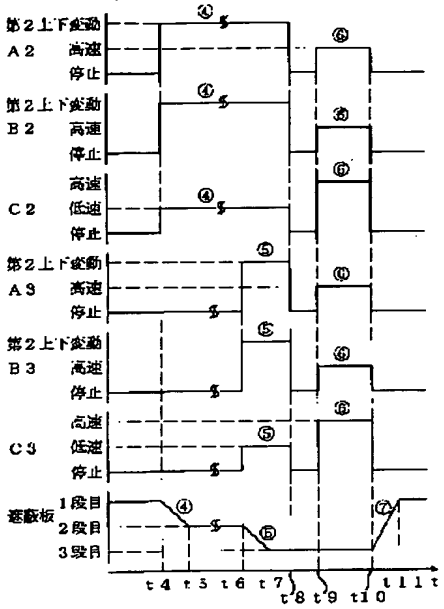

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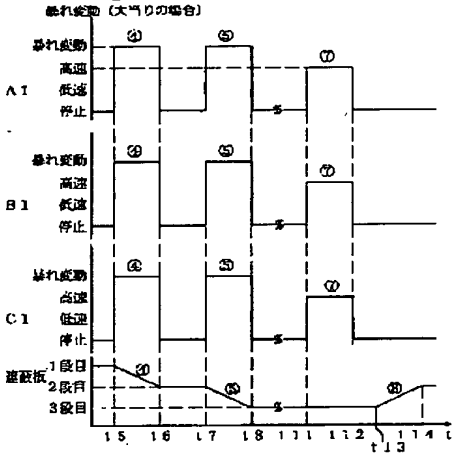

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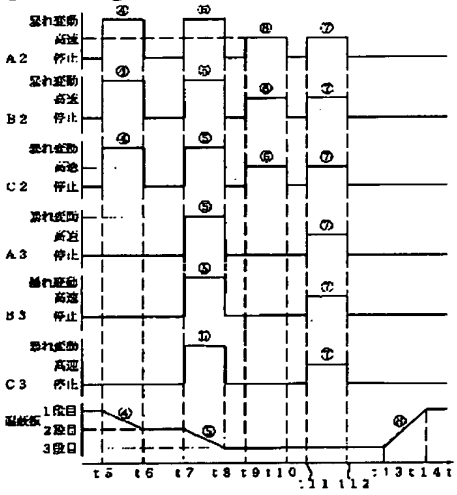

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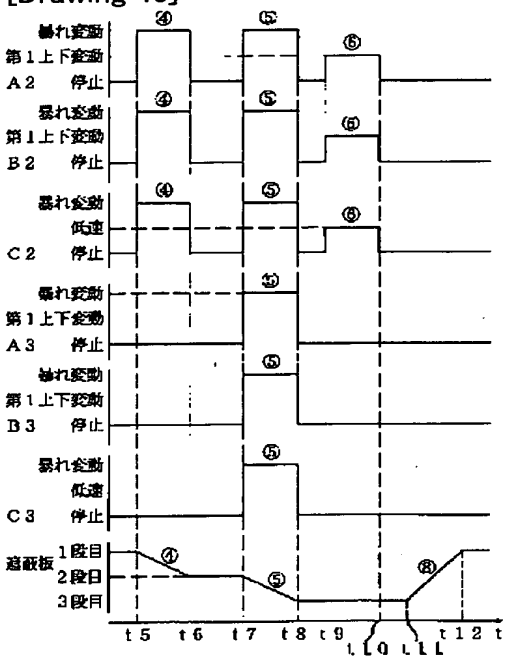

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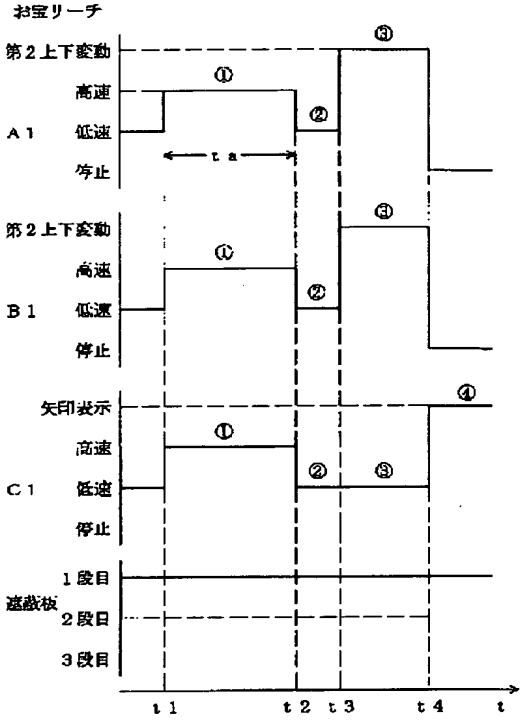

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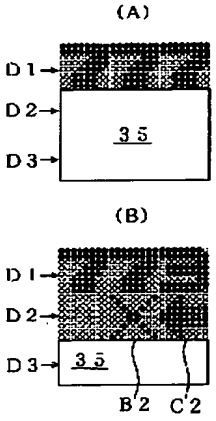

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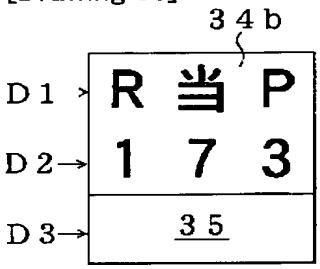

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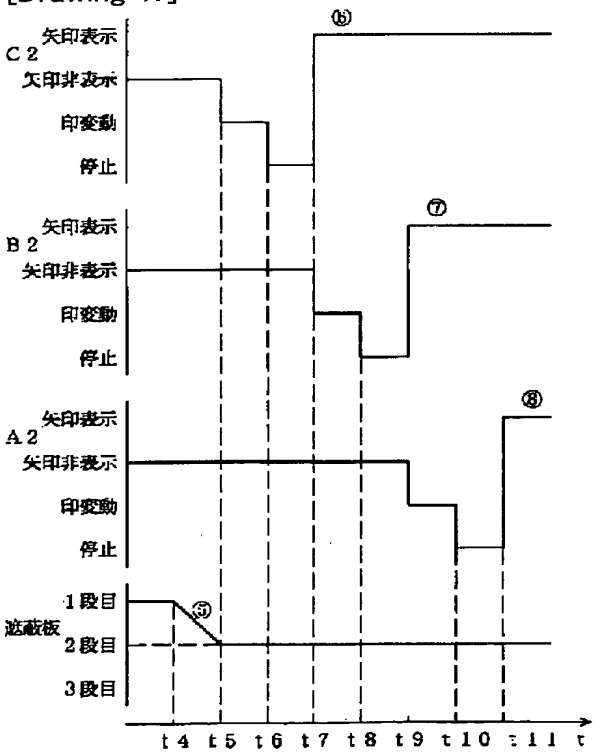

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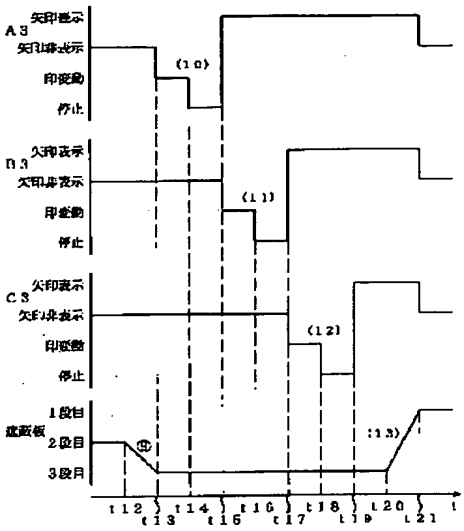

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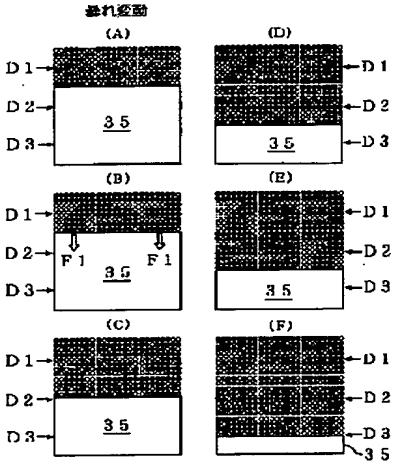

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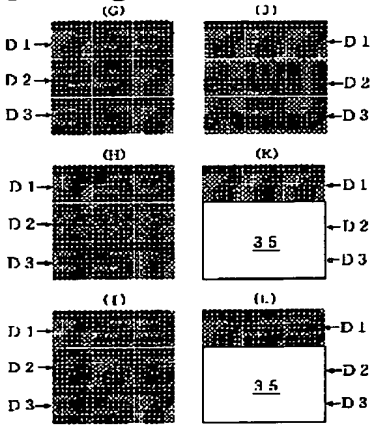
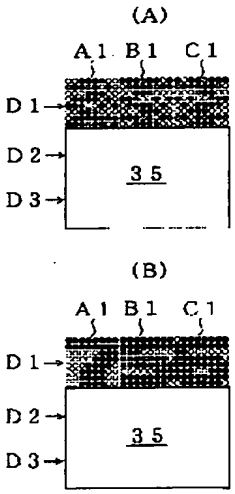
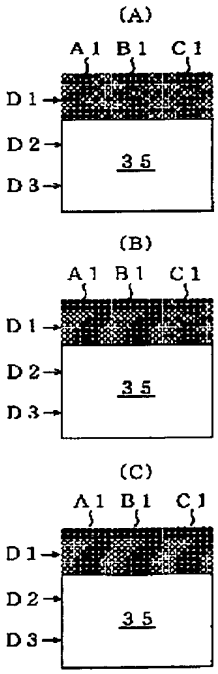


[Drawing 49]
通常停止



[Drawing 50]
通常リーチ



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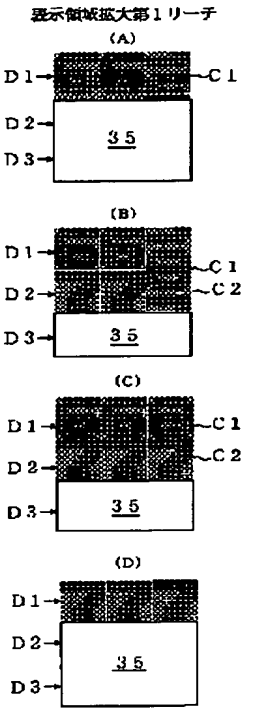

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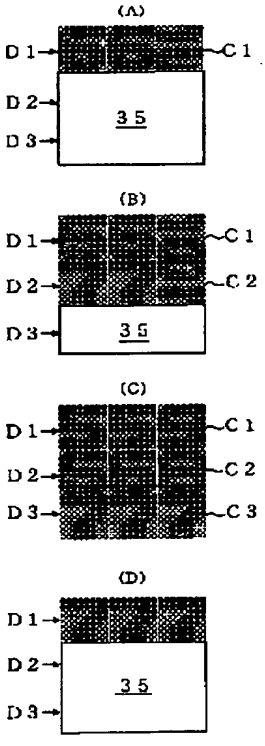

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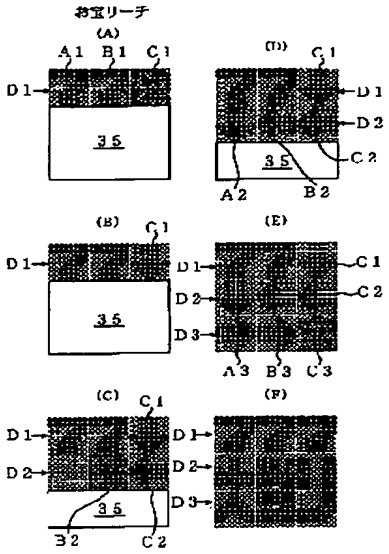

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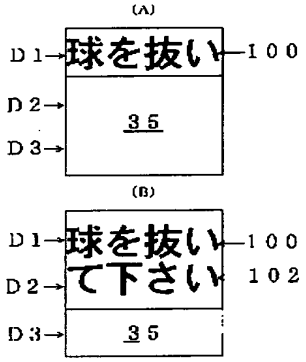

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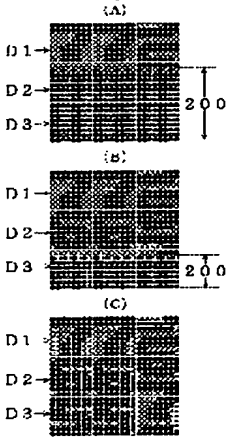

[Translation done.]